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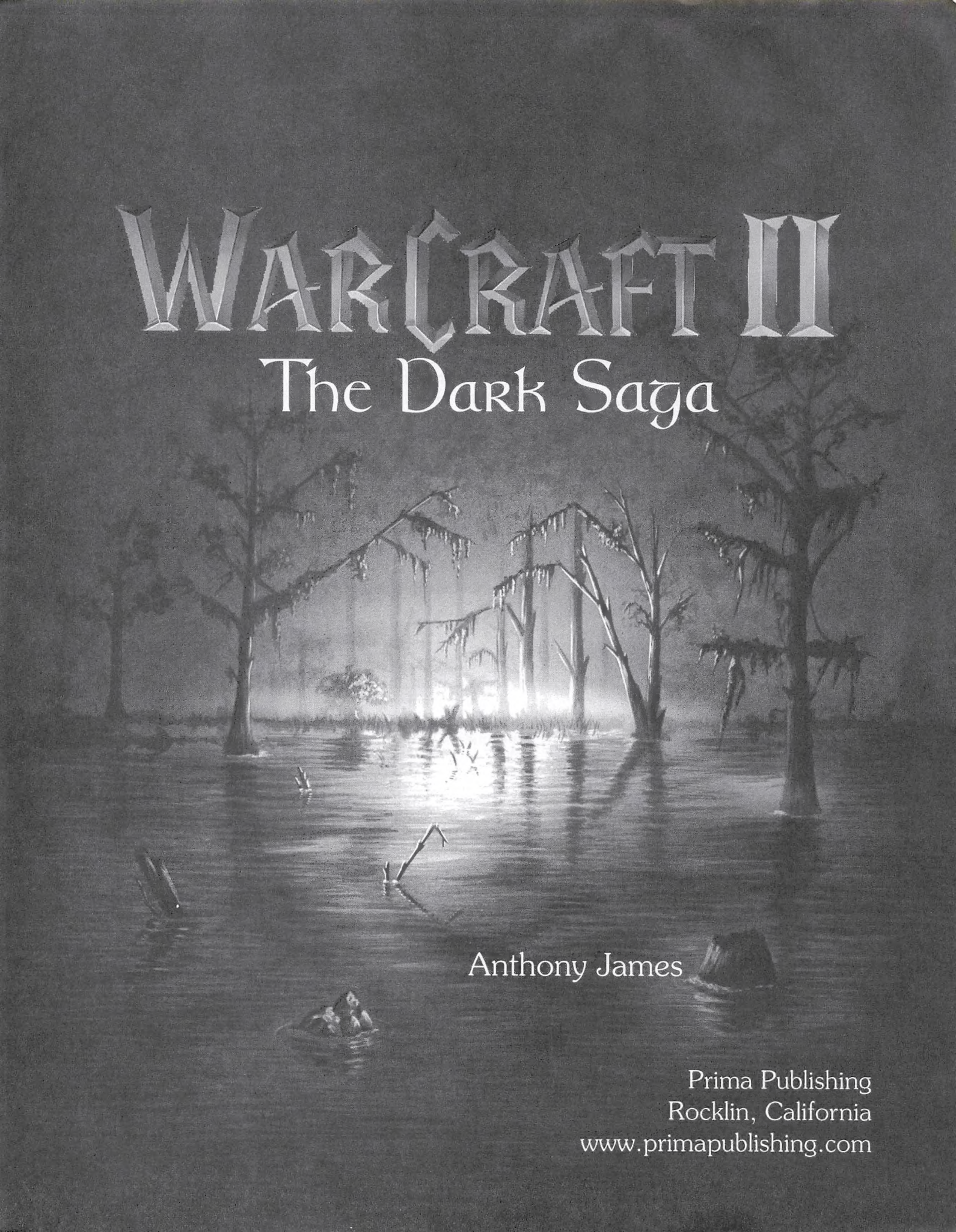
WarCraft II

The Dark Saga



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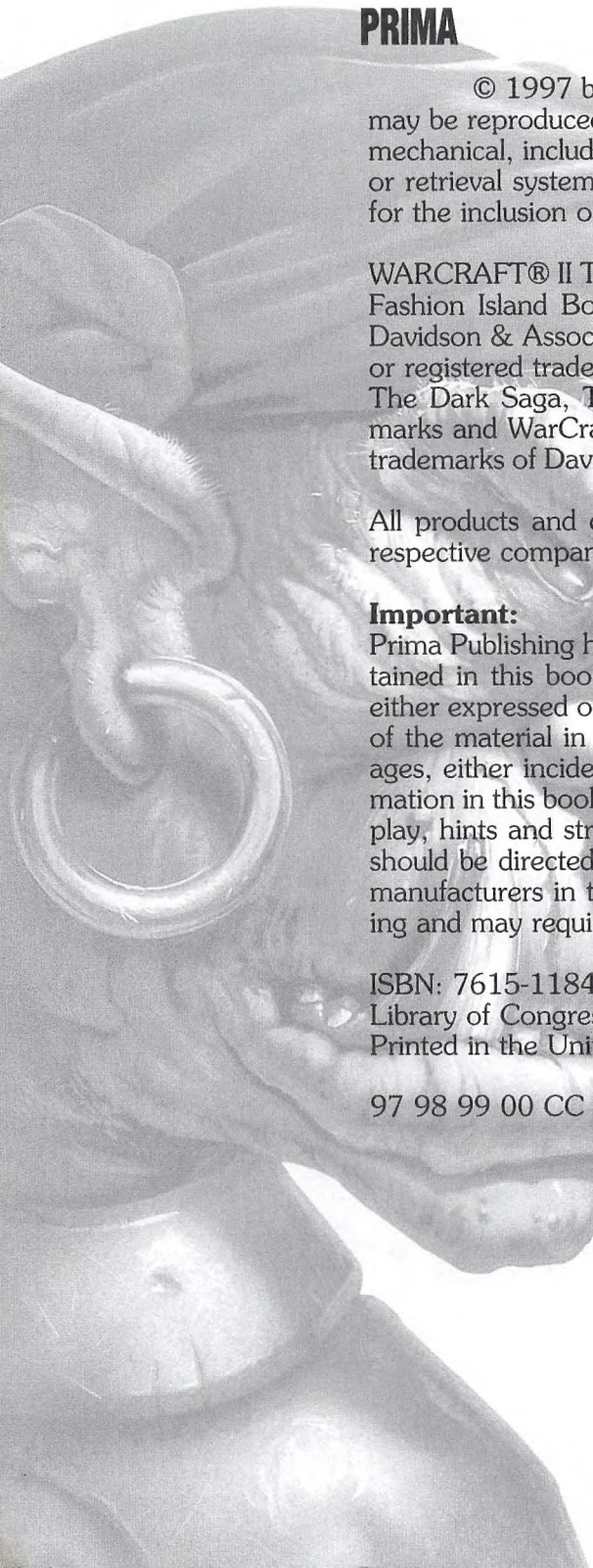

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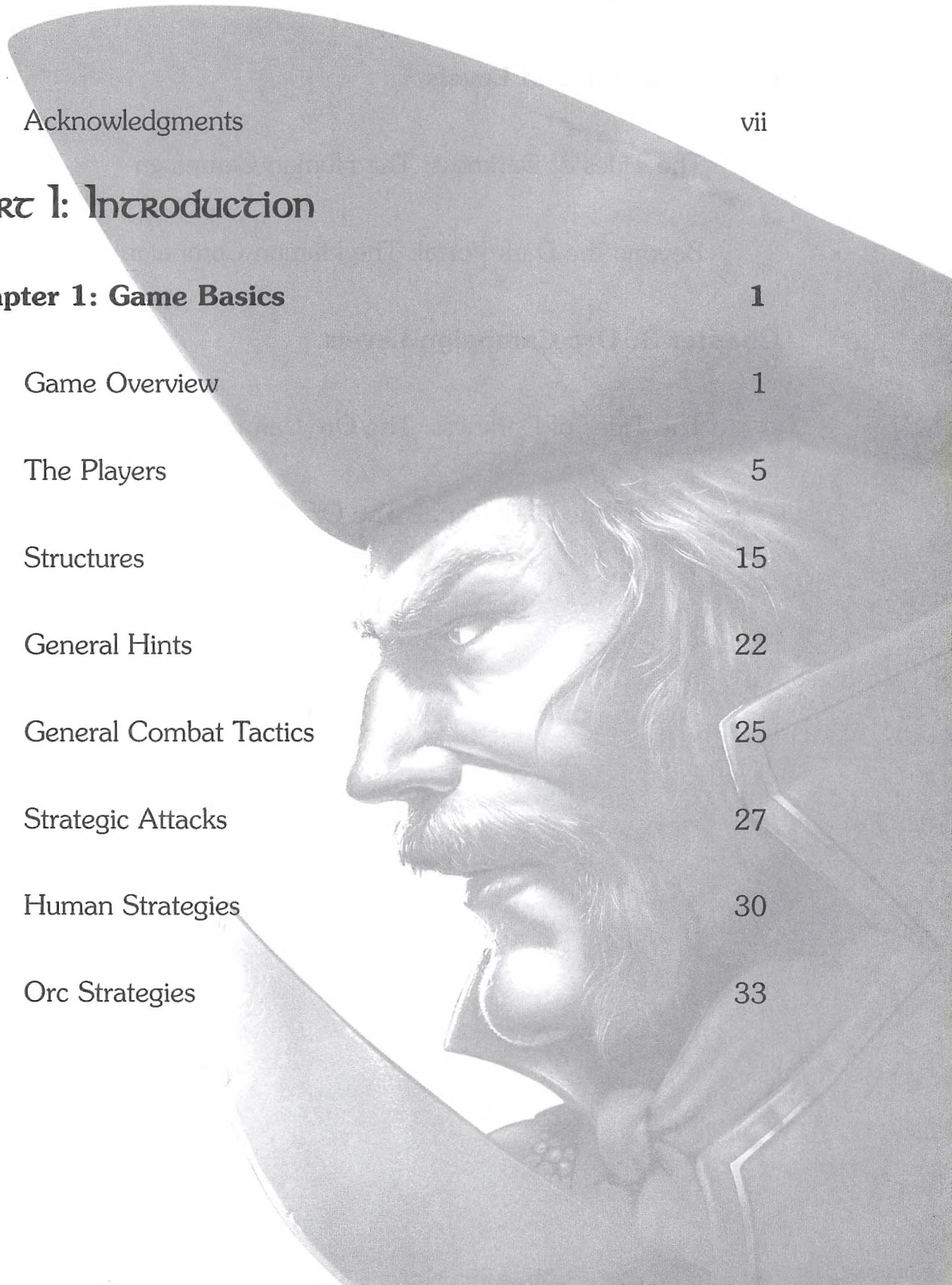

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Acknowledgments

From Anthony James:

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Dedicated to Sun Tzu, the original Master of War.

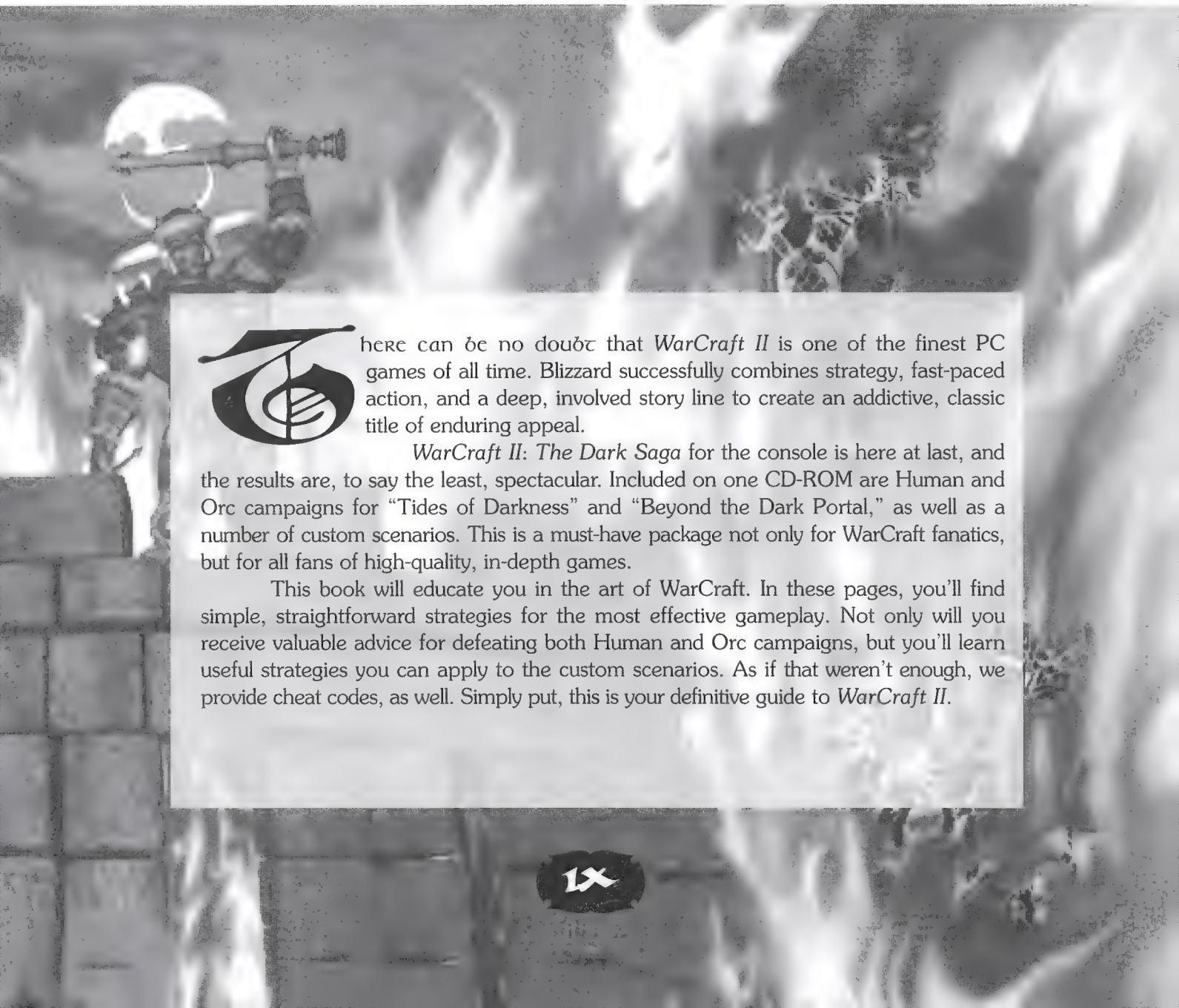
From Jesus Running-Bear:

This book was inspired by the tenacity of Callisto.

For anyone who wants to master the art of *WarCraft II*.

Thanks to Dad for teaching me Chess, Matt for being a tough critic, Julio for introducing me to WarCraft, my friends for all of the battles, and the guys at Blizzard for creating a game of legendary status.

Part 1
Introduction



There can be no doubt that *WarCraft II* is one of the finest PC games of all time. Blizzard successfully combines strategy, fast-paced action, and a deep, involved story line to create an addictive, classic title of enduring appeal.

WarCraft II: The Dark Saga for the console is here at last, and the results are, to say the least, spectacular. Included on one CD-ROM are Human and Orc campaigns for "Tides of Darkness" and "Beyond the Dark Portal," as well as a number of custom scenarios. This is a must-have package not only for WarCraft fanatics, but for all fans of high-quality, in-depth games.

This book will educate you in the art of WarCraft. In these pages, you'll find simple, straightforward strategies for the most effective gameplay. Not only will you receive valuable advice for defeating both Human and Orc campaigns, but you'll learn useful strategies you can apply to the custom scenarios. As if that weren't enough, we provide cheat codes, as well. Simply put, this is your definitive guide to *WarCraft II*.

The Story Line

WarCraft II takes place in ancient times, and chronicles battles between the Great Alliance of Lordaeron and the Orcish Horde. The Great Alliance comprises Humans, Elves, Dwarves, and Gnomes. They seek to cleanse the world of their cruel and filthy rivals. Orcs, Trolls, Ogres, and Goblins together make up the Orcish Horde. These bloodthirsty warriors fight to gain favor with their dark gods by eliminating their virtuous enemies.

The campaigns are long and difficult and the battles fierce, but in the end only one side can claim victory. Whose destiny will be fulfilled on the battlefield? Only you can decide.

"Leadership is a matter of intelligence, trustworthiness, humaneness, courage, and sternness."

—Sun Tzu

Chapter 1

Game Basics

Game Overview

WarCraft II is a fast-paced action strategy game that delivers hours and hours of fun. Although satisfyingly complex, the game nevertheless is easy to learn. It incorporates strategic elements of chess, but it isn't turn-based—a kind of "chess" where opponents move their pieces as fast as they can, whenever they want.

So who wins—the slow master strategist or the reckless speed demon? The more "balanced" players have a definite advantage. A fast, strategic player is a formidable opponent.

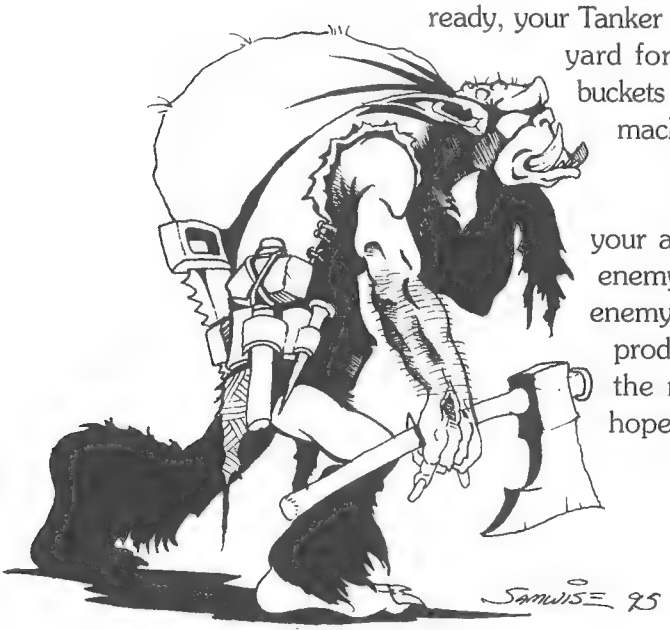
To excel at *WarCraft II*, you must learn varied strategies for each element of the game. These strategic elements comprise four parts—resource management, building strategies, mission objectives, and battle tactics.

Resource Management

Managing resources in *WarCraft II* is simple. After all, it's the Middle Ages—no need to worry about fusion reactors. Gold, lumber, and oil are the only resources you need to manage. Creating and upgrading units and learning magical spells require gold. In *WarCraft II*, the Golden Rule is, "Those who have the gold make the rules." You'll find gold in Gold Mines. Mining the gold requires Peasants or Peons and a Hall. On your orders, your Peasants/Peons enter the Gold Mine and then carry the gold to your Hall for processing. The more Peasants/Peons you make, the faster you mine the gold. The faster you mine the gold, the faster you can build troops and other military units.

Harvesting lumber is similar to mining gold: Your Peasants or Peons chop down the trees around your base and carry the wood to your Hall. If you have a Lumber Mill, you can manufacture more lumber from the wood the Peasants/Peons harvest. You need wood to build structures and ships, and to manufacture and upgrade military units.

Drilling for oil is a little more complicated. Oil Patches are found at sea. To reach them, you must build a Shipyard and a Tanker. Once your Tanker is finished, use it to build an Oil Platform over the Oil Patch. When the Oil Platform is ready, your Tanker can carry the Oil from the Oil Platform to your Shipyard for processing (your Peasants/Peons needn't carry buckets of it to your Hall!). You need oil to manufacture simple machinery and to create a powerful navy.



Resources are always finite in *WarCraft II* maps. If your army can capture a neutral Gold Mine before your enemy does, you can produce more military units. If your enemy captures the neutral Mines, they'll use the gold to produce more of their military units. If you can't control the map's resources aggressively, you'll find yourself hopelessly outnumbered.

Building Strategy

Remember a few basic building principles when you construct your base. First, build it in an area with ample resources. Second, place your buildings around your Hall. Third, understand each building's function so you can plan your battle strategies. Finally, make sure your base is easy to defend.

Building your base in an area of ample resources allows you to control these resources, and provides what you need to build a powerful army. Building your army depletes the map's resources. The more resources you use, the fewer remain for your enemy. When your enemy runs low on resources, he or she must breach your defenses to take more. In WarCraft II, it's much easier to defend an area than to capture it.

Always place your Hall at the center of your base. If your enemies destroy it and slay all your Peasants or Peons, you'll be unable to collect resources for the rest of the game. In other words, you're dead meat! Defend your Hall well.

It's extremely important to learn each building's function so you can coordinate battle strategies and manage resources well. Creating unnecessary buildings only depletes your resources. If you know what all your buildings are for, you can allocate resources more efficiently. (We describe the buildings of *WarCraft II* and their functions later in this chapter.)

Following a few simple guidelines can make your base easier to defend.

- Use the terrain to your advantage. Your enemies won't destroy forests and mountains to get to you.
- Your enemies will run around your base to find an opening. Therefore, leave few openings.
- Build Farms and Guard Towers around the perimeter of your base.
- If your base has only one opening, the enemy will try to rush it. Defending one opening is infinitely easier than defending three or four.

Mission Objectives Strategy

You also must learn basic strategies pertaining to mission objectives.

First, *follow your orders*. To complete a scenario, you must accomplish its goals. The scenario ends when you complete your objectives, no matter how many enemies remain on the map. Going out of your way to finish off the enemy can prove costly. Always complete your objective as efficiently as you can.

Second, don't try to accomplish all your objectives at once. Pace yourself. The easiest way to lose troops is to start fighting in different areas of the map at the same time. The computer doesn't have to scroll the screen back and forth to give orders. You do! Computer forces can finish off your unattended units before you know what hit you. Complete your objectives one at a time!

Third, explore the map as soon as possible. Knowing your surroundings allows you to spot openings in your defenses as well as your enemies'. If you know the terrain, you can predict where the enemy will attack and set up an ambush. The computer already knows the terrain, so you must neutralize its advantage as quickly as possible.

Finally, don't hesitate to fight a war of attrition. Whoever said "The best offense is a good defense" would be pretty good at WarCraft II. If you have many Guard Towers and a well-defended base, computer forces will attack you until they run out of gold. When they stop sending troops, you can assume they're out of gold and soldiers. If they have no troops, you can stroll casually into their base and destroy it.

Battle Tactics

The game is *WarCraft*, not *FarmerCraft*. It's essential you know the strengths and weaknesses of every unit on the battlefield. Each has an advantage and a disadvantage. (We cover unit strengths and weaknesses in detail later in this chapter.)

Because certain units have advantages over others, group different unit types so their strengths can compensate for the weaknesses others. Also, some units can't be harmed by other units! Remember, there's safety in numbers!

Fight smart. Great battles are won not by brute force and sheer numbers, but by strategy. Two Mages and two Paladins can do far more damage to an enemy base than twenty Footmen. Don't immediately storm the front gates of every enemy base you see. There's usually a better way. Look for an unguarded route to the enemy's Hall and Peasants/Peons.

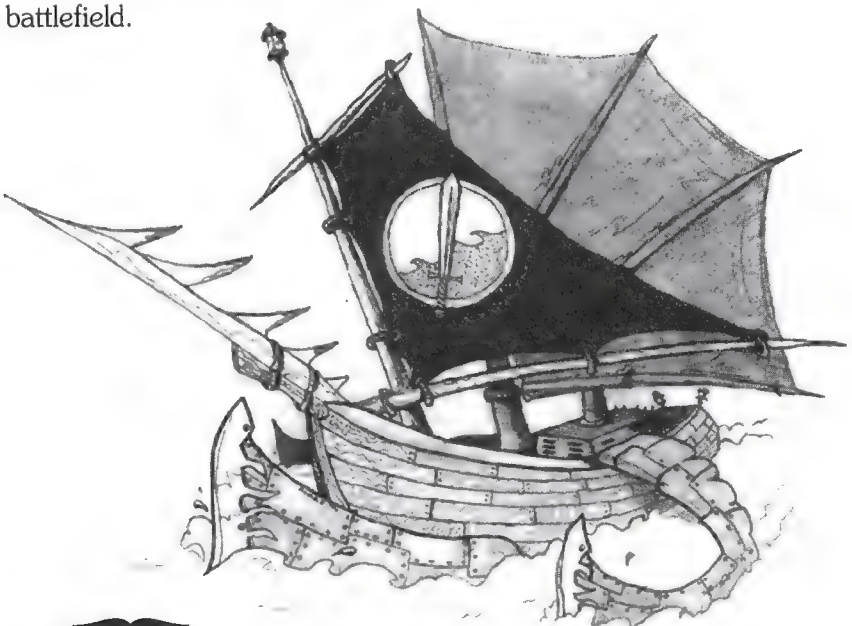
May the powers above grant you victory!

The Players

In *WarCraft II*, the Great Alliance of Lordaeron and the Orcish Horde comprise different types of units. Each game unit is unique, with specific strengths and weaknesses. Before you go into battle, learn as much as you can about your army's units. If you can answer the following questions, you're already off to a good start:

How many Paladins does it take to defeat a Dragon?
How many Elven Destroyers does it take to defeat a Giant Turtle?
Goblin Zeppelins have no weapons. What good are they to your Orcish navy?
To defend your base against Dragons, how many Cannon Towers should you build?

The following sections answer all these questions for you. It's far better to learn here than on the battlefield.



The Great Alliance of Lordaeron

Peasant

They carry no formidable weapons and they aren't the brightest of the bunch, but Peasants are your army's single most important unit. There are many game activities that only Peasants can perform. Only they can mine gold, harvest lumber, and build or repair structures. If the enemy destroys all your Peasants, you must fight with the units you've already made, without hope of reinforcements.

Although Peasant instincts tell them to run from battle, they wield a sturdy wood axe and will defend themselves under direct orders. A safe ratio of Peasants to Grunts is approximately five to one.

Footman

Footmen are well-armored troops who fight with broadswords. Their plate mail slows them a bit, but they can take punishment. They work well in groups, especially when fighting enemies with weaker armor. If more powerful foes attack, they usually end up dead.

Footmen serve well in the game's early missions.

Elven Archer

Elven Archers wear no armor but can attack from a distance. They'll serve you well if you protect them. They're effective in numbers, but if they stand alone, they'll die alone. It's important to keep your Archers away from the front lines of battle. Try to position them behind trees, walls, buildings, or armored troops.

Archers are necessary to attack flying enemies.

Elven Ranger

Elven Rangers are improved versions of the typical Elven Archer, upgraded via a Lumber Mill. They can learn skills such as Scouting and Marksmanship, and can master the Longbow. Rangers are necessary if you face flying enemies.

Keep in mind that Elves don't wear armor.

Knight

After you build Stables, you can start training Knights. Knights are far more effective fighters than Footmen. They're faster, have better armor, and, because they attack from horseback, they can inflict more damage. Knights are fierce warriors, and their enhanced speed enables them to scout large areas quickly.

Paladin

Constructing a Church allows you to transform your Knights into Paladins, and these usually make up most of the Human forces. Although they have the same physical attributes as Knights, Paladins can cast a number of spells:

Holy Vision: Casting the spell on any map area briefly reveals the area. After the spell fades, the Paladin will remember the terrain but not the units revealed.

Healing: Paladins heal their allies at the rate of 1 Hit Point per 6 Spell Points. Healing is the Human armies' most commonly used spell, and it's the greatest advantage Humans have over Orcs.

Exorcism: This spell damages Skeletons and Death Knights at a rate of 1 Hit Point of damage per 4 Spell Points. When Death Knights sense Paladins, they run in fear.

On the downside, Paladins can't use their War Hammers on Flying Creatures (like Dragons).

Ballista

Ballistas have great strengths, but other troops must always guard them. Ballistas launch steel-tipped logs at enemy forces. They're ideal for destroying enemy Towers, Buildings, and Ships.

You can order Ballistas to fire repeatedly at a specific area—extremely useful if the enemy is advancing through a narrow opening. Order Ballistas to attack the ground at that opening, and they'll destroy many enemy troops.

Ballistas can't fire at close range—a serious weakness. If an enemy Grunt gets close enough to a Ballista, the Ballista will be unable to hit him. Never leave your Ballistas unguarded.

Mage

The Mages of the Human army possess very powerful spells. Once they run out of magic; however, they're extremely slow and have no armor. They have seven basic attacks:

Lightning: The Lightning spell requires no Spell Points, and can be cast at will. Although Mages can hit flying objects with it, their robes afford them no protection against Dragon Flame.

Fireball (100 Spell Points): Fireball can hit any target. It, too, has a very long range. It's fairly accurate, but doesn't do an overwhelming amount of damage.

Slow (50 Spell Points): This spell slows the movement and attack speed of enemy units. At only 50 Spell Points, it's a bargain. It even works on enemy ships. You'll find it extremely useful when your forces are outnumbered. Casting this spell enables your troops to land more blows than the enemy during a battle, and can give your forces time to retreat and regroup if a battle seems hopeless. Slow lasts only a short time, so make the most of it.

Flame Shield (80 Spell Points): Flame Shield is extremely useful. If you cast it on an allied unit, an aura of fire will surround that unit. Flame Shield will burn anything that touches it, including buildings, enemy units, and allied units. You can also cast it on ships.

Invisibility (200 Spell Points): Invisibility is one of the game's most costly spells, but it's also one of the most useful. It allows your troops to sneak past enemy units for surprise attacks. It's perfect for assassinations, spying, and ambushes.

Use this spell wisely. It's powerful, but it's also expensive.

Polymorph (200 Spell Points): This spell permanently changes one living enemy unit into a harmless creature, extremely useful if a Dragon attacks and there are no Archers nearby. It's costly, but it's a lot of fun to use.

Blizzard (25 Spell Points): Blizzard, named for the company who makes the game, is the spell Mages use most. It releases a deadly ice storm over a specific area and is useful for destroying ships, buildings, and troops. If you order a Mage to cast Blizzard, he'll keep casting it until he runs out of Spell Points.

Dwarven Demolition Squad

Dwarven science has enabled the Dwarves to create explosive powder kegs. If ordered to, the Dwarven squad charges at a specific target and causes 400 points of damage. Unfortunately for the Dwarves, they haven't invented a way to escape the explosion. Dwarven Demolition Squads are useful, but not reusable.

Gnomish Flying Machine

These all-purpose, unarmed, fairly inexpensive units are your most effective way to scout unexplored terrain. They're also valuable to the Human navy. You can spot enemy Giant Turtles only from the air or with Submarines. (And a single Giant Turtle can sink an entire Human navy!)

Gryphon Rider

These units can attack from the air. Only Death Knight magic, Troll Axes, Troll Destroyers, Guard Towers (not Cannon Towers), and Dragons can hit them. They're excellent scouts, but they do have their flaws. Their gung-ho attitude often leads them to their deaths. They're reluctant to retreat while engaging the enemy, even if they have no chance of survival. Because they attack from the air, their projectiles aren't very precise. Their lightning attacks often hit allied units, resulting in collateral damage and friendly fire.

Gryphon Riders also cost an overwhelming 2500 Gold Pieces.

Oil Tanker

An Oil Tanker's main purpose is to build Oil Platforms and ferry the oil back to a Shipyard or Oil Refinery. They're cheap but have no weapons.

Elven Destroyer

Elven Destroyers are fast warships with guns small enough to hit flying enemies accurately. They make good scouting vessels but are no match for the power of the Orcish Juggernaughts.

Transport

Transports are unarmed but armored vessels that can carry up to six military units. Their main purpose is to carry units to enemy shores for beach invasions. Because they're unarmed, have other warships escort them.

Battleship

Battleships have the Human navy's most powerful guns and armor. Their one weakness is that their cumbersome guns can't hit flying enemies. One Dragon can destroy a fleet of Battleships without taking a hit.

Gnomish Submarine

The Gnomish Inventors were a bit ahead of their time when they invented the Submarine. These vessels have good armor and a halfway decent gun. Use them only for sneak attacks. Enemy warships can sink them easily if they spot them. If they're unnoticed, use them as underwater snipers. The enemy can spot Submarines only from the air, from Towers, or using Giant Turtles.

Some words of caution: Because enemy warships sometimes will fire in the general direction of your Submarines, *keep your Subs moving.*

The Orcish Horde

Peon

Peons are the Horde's least-respected members. However, they're the only Horde unit that can mine gold, harvest lumber, and build or repair structures. They're armed with only a crude woodcutting tool, and their years of torment have conditioned them to run from battle. Ironically, the Horde must defend them: They're the only units who can gather resources.

Grunt

The Grunt is the Horde equivalent of the Footman. Grunts are armed with axes and are willing to charge into battle. Their weapons easily find their marks on less-well-armored foes, but their own heavy armor slows them down. Grunts are extremely strong in large numbers.

Troll Axethrower

Troll Axethrowers are equivalents of Archers. They carry a limitless supply of throwing axes they like to embed in enemies—airborne, waterborne, or on land.

Although they can hit enemy units from a distance, they wear no armor. An armored Human at close range is a Troll Axethrower's worst nightmare.

Troll Berserker

The Troll Berserker is an upgraded Axethrower, and acquires skills via the Orcish Lumber Mill. Berserkers can research Lighter Axes, for a longer range, and Scouting, for a longer line of sight.

For 3000 Gold Pieces, you can enchant Berserkers with Regenerate. Their wounds will heal themselves over time. Berserkers are the only Horde members that can regenerate Hit Points.

Ogre

These two-headed monstrosities parallel Human Knights. A powerful Ogre fist can do as much damage as the Knight's War Hammer.

Ogres are as strong as they are crude, and all land-based Human units fear them. Their only downfall is that they're sharp as a marble in a battle of wits.

Ogre Mage

If you create an Altar of Storms, the Ogres can learn the following spells:

Eye of Kilrogg (70 Spell Points): This spell summons a gigantic, bloodshot, floating eye you can direct around the map. Although not as effective as the Paladin's Holy Vision, Eye of Kilrogg does the job. You can use these eyes to scout for Gnomish Submarines. The eye has Hit Points and will disappear after a few seconds.

Bloodlust (50 Spell Points): Ogre Magi use this spell most. They can cast Bloodlust on other Horde members, living or undead. A Bloodlusted unit flies into a rage, causing triple damage to the enemy with every attack. Bloodlust is especially useful because of its low cost.

The few Humans survivors of encounters with Bloodlusted units tremble when they hear the roar of a Bloodlusted Horde.

Runes (200 Spell Points): Runes are cast on the ground or on water. They contain a large amount of potential energy. When a unit touches a Rune, this energy becomes kinetic, causing a great deal of damage. It's effective for destroying advancing troops, finishing off retreating troops, blocking narrow corridors, and blocking shipping lanes. Runes don't affect air units.

It's expensive, so use this spell wisely.

Catapult

Catapults parallel Ballistas functionally. They hurl large boulders at their targets, and can destroy everything except flying enemies. Catapults share the Ballistas' weaknesses. A single Footman close to a Catapult can destroy it. Never leave your Catapults unguarded.

Death Knight

Death Knights are undead Paladins. They possess an arsenal of destructive spells, but have no armor and are susceptible to Exorcism spells. Death Knights instinctively run from enemy units. Used properly, several Death Knights can completely destroy an unsuspecting town with their spells:

Touch of Darkness: Death Knights can cast Touch of Darkness to injure any enemy unit. Although not a powerful spell, it requires no Spell Points.

Death Coil (100 Spell Points): Death Coil is a more powerful version of Touch of Darkness. It depletes half the enemy unit's life force and replenishes the life force of the caster, and can affect up to three targets at once if they're near one another. Death Coil can turn three Gryphon Riders into a lifeless mass of feathers instantly. Death Knights can also cast this spell on their allies if they're desperate for Hit Points. Death Coil is worth its high cost.

Haste (50 Spell Points): Haste is a very useful spell for the Death Knight. It can accelerate any unit to the same speed as a Human Paladin. It also works on ships and Catapults. This spell is effective for retreats, surprise attacks, and ambushes. Hastened Goblin Sappers can cause a great deal of damage quickly. Haste also works well combined with Bloodlust. Human forces fear a Hastened-Bloodlusted Dragon.

Raise Dead (50 Spell Points per Skeleton): This spell resurrects slain bodies as Skeleton Warriors. After a battle, a Death Knight can ride onto the battlefield and raise the decomposing bodies. Death Knights enjoy riding into enemy towns, slaying unsuspecting foes, and turning them into their undead slaves. Nothing is more satisfying to a Death Knight than watching undead Alliance troops tear apart their Human comrades.

(Note: If a Death Knight has 150 Spell Points and there are three dead bodies on the ground, he'll use all his Spell Points to create three Skeletons.)

Whirlwind (100 Spell Points): A Death Knight can summon Whirlwind on land or sea. Once summoned, the Whirlwind moves randomly and destroys everything it touches. It's not as concentrated as the Death and Decay spell, but it lasts quite awhile. This spell is useful for creating chaos near enemy ports or in the center of enemy towns. The violent winds will sweep up many curious foes.

Unholy Armor (100 Spell Points): This spell, cast on a Horde unit, takes half the unit's life force and creates a shield around it. The unit remains invincible as long as the shield lasts.

Don't waste this spell on Horde members with full health. Instead, cast it on units that have only 10 percent of their Hit Points left. A Hastened-Bloodlusted-Armored Dragon can roast many Archers and pave the way for his fellow Dragons.

Death and Decay (25 Spell Points): This spell is the Orcish equivalent of Blizzard. Toxic clouds form and consume everything in their path. Death Knights love to cast this spell on advancing or retreating enemy units. This spell used in conjunction with Runes creates enough corpses for an undead army. Once a Death Knight begins casting Death and Decay, he'll continue using up the 25 Spell Point increments until he runs out of magic.

Goblin Sapper

Goblin Sappers run bombs toward enemy units and destroy everything in their blast radius. Each blast causes 400 points of damage. Sappers can destroy Towers, buildings, and groups of unsuspecting enemy units. Kaboom!

Goblin Zeppelins

The Horde uses these crudely constructed hot-air balloons to scout uncharted areas. Zeppelins are vital for spotting Gnomish Submarines. They have no weapons, but cost little.

Dragon

Dragons are the Horde's air force. Only magic spells, Archers, Guard Towers, and Elven Destroyers can attack them. They are extremely useful for destroying the Human units that can't attack them (like Cannon Towers). One Dragon can destroy an entire fleet of Alliance Battleships and Submarines.

Dragons seldom retreat, however, so if they're extremely low on Hit Points in combat, they're finished, unless a Death Knight can cast Unholy Armor on them. Their Dragon Flame isn't very accurate. Dragons often roast other Dragons and Horde members during combat. Use them in groups of three to five on Human units who can't fight back. Dragons cost 2500 Gold Pieces.

Oil Tanker

Oil Tankers build Oil Platforms and haul Oil. They have no weapons, but without them, a navy isn't possible.

Troll Destroyer

Troll Destroyers are fast, but don't have the firepower of the Juggernaughts. They're useful for defending the larger ships and Subs against flying enemies. Their speed also allows them to scout unexplored waters.

Transport

These slow ships carved of bone can carry six units across any body of water. Transports are necessary for beach invasions and sneak attacks. Humans fear the sounds of Transports running aground because they know they'll soon hear the melancholy chorus of Bloodlusted Ogres.

Ogre Juggernaught

These hulking ships of war have powerful guns and armor. The heart of the Orcish navy, they can destroy Elven Destroyers easily, but their large guns can't hit flying enemies. Always accompany them with Troll Destroyers.

Giant Turtle

The Horde trains these gargantuan amphibians to support their brutal navy. They have little firepower, but Giant Turtles can sneak up on unsuspecting enemy ships (like Elven Destroyers) and sink them. Only Submarines, Towers, and Gryphons can see them. It doesn't take the enemy long to figure out where those mysterious shots are coming from, though, so keep your Turtles moving.

Structures

Knowing what, when, and where to build makes a big difference in the outcome of battle. Each structure in WarCraft II has different properties. Some allow you to increase the gathering of resources, some allow you to enhance troops, and some allow you to create different military units. Once you know what each structure does, you'll know how to set up your base. You'll also know which buildings to destroy first when you attack your enemy.

Alliance Structures

Town Hall

Always build your Town Hall first, as close to a Gold Mine as possible. A Town Hall processes gold and lumber and trains Peasants. Once you build a Barracks, you can upgrade your Hall to a Keep.

Farm

Farms produce food for all your units. Too few Farms leaves you unable to create more units. Click on a Farm to learn how much food you've grown and how much you've used. Each time you make a military unit, you consume one unit of food. You should always know how much food you have.

If you destroy a significant number of enemy Farms, they'll have to rebuild before they can create more military units.

Barracks

Your Barracks help generate all your military ground forces. The following table lists all the units a Barracks helps produce, and what additional structures or upgrades each requires.

Unit	Requirements
Footman	Barracks
Elven Archer	Barracks, Lumber Mill
Ballista	Barracks, Lumber Mill, Blacksmith
Elven Ranger	Barracks, Lumber Mill, Keep, Upgrade
Knight	Barracks, Keep, Stables
Paladin	Barracks, Castle, Stables, Church, Upgrade

Lumber Mill

A Lumber Mill increases your lumber production by 25 percent and enables you to produce Elves. All Elven Training and upgrades are performed through your Lumber Mill.

Blacksmith

Blacksmiths allow your army to craft metal. The Blacksmith performs all armor and weapon upgrades for your ground forces.

Scout Tower

Scout Towers allow you to see approaching enemy soldiers. They're pretty useless until they're upgraded to Guard Towers or Cannon Towers. You need a Lumber Mill to create a Guard Tower and a Blacksmith to create a Cannon Tower.

Guard Tower

Guard Towers are filled with Archers who can fire arrows at enemy forces. Guard Towers do less damage than Cannon Towers, but they can hit airborne enemies and ground forces at close range. The guards in the Guard Towers are always alert and will fire automatically at any enemy unit. Place these towers around the perimeter of your base. When their Archers start shooting, you'll know enemies are near.

Cannon Tower

Cannon Towers do three times as much damage as Guard Towers, but they're not accurate enough to hit flying enemies or maneuverable enough to hit enemies at extremely close range. Cannon Towers are useful for guarding Shipyards and for protecting Guard Towers.

Keep

Once you build a Barracks, you can upgrade your Town Hall to a Keep. A Keep has much more armor than a Town Hall and will increase your gold production by 10 percent. After you upgrade your Town Hall to a Keep, you can produce Stables and a Gnomish Inventor.

Stable

Stables allow your Barracks to produce Knights. Soldiers on horseback are much more useful than Footmen. After you build Stables, you can upgrade your Keep to a Castle.

Gnomish Inventor

In times of war, scientists and inventors are vital. A Gnomish Inventor allows you to produce Flying Machines, Dwarven Demolition Squads, and Submarines. All are useful, especially if you're fighting a war on the high seas. You can produce a Gnomish Inventor if you have a Keep.

Castle

To upgrade your Keep to a Castle, you need a Lumber Mill, a Barracks, a Blacksmith, and a Stable. A Castle will increase your gold production, and allow you to build all the advanced structures. A Castle also has the most Hit Points of any upgrade.

Church

A Church allows you to upgrade your Knights to Paladins. Paladins learn spells through the Church. Constructed a Church as soon as possible, because Paladins are far more useful than Knights.

Mage Tower

With a Mage Tower, you can create ... Mages. No big mystery here. All the Mages' arcane knowledge comes from their Tower. After you complete this structure, you can start researching spells or producing Mages.

Gryphon Aviary

Gryphon Aviaries house the mighty Gryphons and their Dwarven Riders. Once your Aviary is complete, you may begin producing your air force.

Shipyard

Once you have a Town Hall and a Lumber Mill, you can build a Shipyard. Try to build it in a bay so you can defend it more easily. You should build it near an Oil Patch, as well, so your Tankers won't have to travel great distances. Remember, Tankers have no guns, so you must defend the shipping lanes against the enemy. Your Shipyard produces all your ships—Oil Tankers, Elven Destroyers, Battleships, and Submarines. Each ship has different requirements.

Ship	Requirements
Oil Tanker	Shipyard
Elven Destroyer	Shipyard
Battleship	Shipyard, Foundry
Transport	Shipyard, Foundry
Submarine	Shipyard, Gnomish Inventor

Oil Platform

You can only construct an Oil Platform over an Oil Patch. Once you build one, you can haul oil with your Tankers to the nearest Shipyard or Oil Refinery.

Foundry

A Foundry enables you to build Battleships and Transports and upgrade your navy's armor and cannons. If you anticipate sea combat, build a Foundry as soon as possible.

Oil Refinery

Building an Oil Refinery increases your oil production by 25 percent. Oil Tankers can bring their oil to the Refinery instead of the Shipyard. Build Refineries on the shores nearest your Oil Platforms.

Horde Structures

Great Hall

Always build your Great Hall near plenty of resources. Your Great Hall enables you to produce all land resources and train Peons. Once you build a Barracks, you can upgrade your Great Hall to a Stronghold.

Pig Farm

Pig Farms produce all the Horde's food. An army can't march on an empty stomach, and in *WarCraft II*, you can't produce units unless your Pig Farms produce enough food. Click on any Pig Farm to learn how much food you've grown and how much you've used. Each time you create a unit, it consumes one unit of food. Always be aware of how many food units you can produce.

Barracks

All your military ground forces emerge from your Barracks. Each unit has different requirements, as the following table shows.

Unit	Requirements
Grunt	Barracks
Troll Axethrower	Barracks, Lumber Mill
Catapult	Barracks, Lumber Mill, Blacksmith
Troll Berserker	Barracks, Lumber Mill, Upgrade
Ogre	Barracks, Stronghold, Ogre Mound
Ogre Mage	Barracks, Fortress, Ogre Mound, Altar of Storms, Upgrade

Lumber Mill

Building a Lumber Mill increases your lumber production by 25 percent and enables your Barracks to produce Trolls. All the Troll upgrades are performed via the Lumber Mill.

Blacksmith

After you create a Blacksmith, you can forge better weapons and armor for your Grunts, Ogres, and Ogre Magi. Upgrading your forces through the Blacksmith is important, because these units can't heal each other.

Scout Tower

Scout Towers are fairly useless until you upgrade them. If you have a Lumber Mill, you can create Guard Towers. If you have a Blacksmith, you can create Cannon Towers.

Guard Tower

Guard Towers automatically fire arrows at enemy units, so place them near the perimeter of your base. When you hear your Guard Towers fire, you'll know enemy units are attacking. If you have only one entrance to your base, build as many Guard Towers as you can near the opening. This results in many enemy casualties. Guard Towers do less damage than Cannon Towers, but they can hit airborne units.

Cannon Tower

Cannon Towers do three times as much damage as Guard Towers, but they have their limitations: They can't hit flying enemies and they can't fire at enemies standing at their bases. If you build Cannon Towers, make sure they're in range of each other so they can defend each other when enemy troops attack.

Cannon Towers are useful for protecting shipping lanes.

Stronghold

After you build a Barracks, you can upgrade your Great Hall to a Stronghold, enabling you to build a Goblin Alchemist and an Ogre Mound. Creating a Stronghold increases your gold production by 10 percent.

Ogre Mound

It's said that the stench of an Ogre Mound can turn the stomach of the most hardened warrior. Building an Ogre Mound allows your Barracks to produce Ogres. These units are much more powerful than Grunts, and you can upgrade them to Ogre Magi. An Ogre Mound also allows you to upgrade your Stronghold to a Fortress.

Build your Ogre Mound as soon as possible.

Goblin Alchemist

Once you produce a Stronghold, you can create a Goblin Alchemist. Goblin Alchemists produce Zeppelins, Goblin Sappers, and Giant Turtles. It's wise to produce a Goblin Alchemist, especially if you must engage the enemy at sea.

Fortress

A Fortress allows you to build all the advanced structures and increases your gold production. The sooner you build your Fortress, the sooner you can unleash Dragons, Ogre Magi, and Death Knights.

Altar of Storms

Building an Altar of Storms allows you to upgrade your Ogres to Ogre Magi, who will learn their spells at the Altar. If your Altar of Storms is destroyed, your living Ogre Magi remain Ogre Magi, but the Ogres you create will remain Ogres until you construct another Altar.

Temple of the Damned

This structure parallels the Human Church. A Temple of the Damned is the most unholy place on the map. After you construct one, you can produce Death Knights and research dark spells.

Dragon Roost

This is a Dragon hatchery. After you complete one, you can begin launching air strikes.

Shipyard

If you have a Town Hall and a Lumber Mill, you can make a Shipyard. It's important to build your Shipyard in an area that's easy to defend. If you build it on a peninsula, the enemy can attack it from all sides. If you build it in a bay, you can defend it with Cannon Towers and Catapults. Build your Shipyard close to the Oil Patches so your Tankers won't have far to haul their oil.

Your Shipyard produces all your naval vessels.

SHIP	REQUIREMENTS
Oil Tanker	Shipyard
Troll Destroyer	Shipyard
Juggernaught	Shipyard, Foundry
Transport	Shipyard, Foundry
Submarine	Shipyard, Goblin Alchemist

Oil Platform

You can only construct an Oil Platform over an Oil Patch, and only using an Oil Tanker. Remember to guard these well or you could lose your Tankers and your Oil Patch. If all of your oil falls into enemy hands, you can produce no more ships.

Foundry

A Foundry enables you to construct armor for your ships. After you complete a Foundry, you can make Transports and Juggernaughts. The side that builds a Foundry first has a huge advantage in sea combat, and can launch beach invasions.

Oil Refinery

An Oil Refinery will increase your oil production by 25 percent. Oil Tankers take their oil to the closest Refinery or Shipyard. Build your Refinery close to your Oil Platform.

General Hints

Let's face it, nice guys don't win wars. To win in *WarCraft II*, you've got to play aggressively. Use everything to your advantage and never let up. If your enemy catches you off guard and invades your base, will they withdraw because you aren't ready? We don't think so. To become great at *WarCraft II*, you must do everything in your power to crush your enemy.

If you learn all the tricks in the following sections, you'll be a *WarCraft II* master. Nobody will ever accuse you of being a nice guy on the battlefield, but that's the goal!

Resource Gathering

Resource management is the most important aspect of *WarCraft II*. Without resources, you can't build units. Without units, you can't fight. If you can't fight, you have no business on the battlefield. Here are some basic strategies for gathering your resources:

- Build your Hall close to a Gold Mine. The closer your Hall is to your Gold Mine, the less distance your Peasants/Peons need cover to produce your gold, saving precious time. Accumulating gold quicker means more recources to train troops for battle. And in any battle, you never want to run out of troops.

- Build your Lumber Mill close to the woods. When your Peasants or Peons chop the wood, they'll take it to your Lumber Mill or your Hall (whichever is closest). Keep that travel time brief.

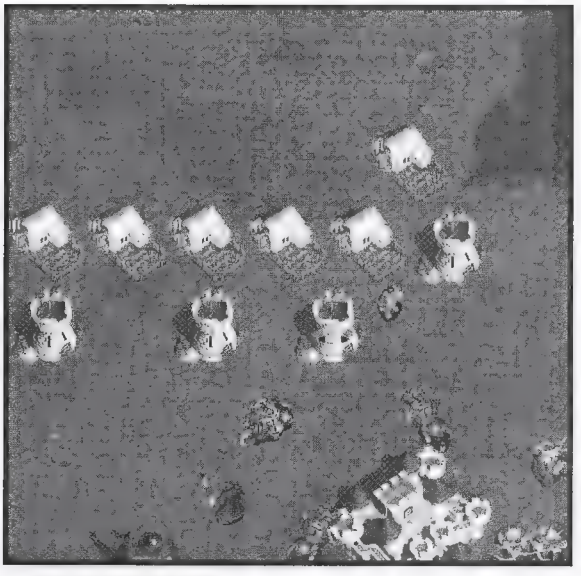
- You needn't construct your Shipyard close to the Oil Patch you're drilling. Your Tankers will haul oil to the nearest Shipyard or Oil Refinery. Position your Shipyard where you can defend it.

- Remember that more is faster. It takes gold to make Peasants/Peons, but 10 Peasants/Peons carry twice as much gold as five. In the long run, you're better off with the extra help.

- Defend your resources. The last thing you want is for a platoon of enemy troops to sneak past your defenses and kill all your Peasants/Peons. They can't defend themselves very well, so protect them.

- When you construct your base, don't position your structures haphazardly. Some are more important than others and you should protect these. Keep this in mind when you create your base.

- Use Farms as walls. Farms are important, but the enemy won't attack them. Instead, they'll run around your Farms and attack more valuable buildings. You can build Farms around your perimeter to block enemy troops. Leave an opening and defend it well. Invaders will run to that opening, where you can ambush them.



A WALL OF FARMS WILL KEEP ENEMIES AT BAY.

- Use the terrain to your advantage. Forests and mountains make good "walls." Trees bordering one side of your base force the enemy to detour around them. Use them as natural barriers and make sure your Peasants don't hack them down.

- Build Towers inside your wall of Farms. Shoot arrows and cannonballs at the enemy as they try to find a way into your base. If any make it through your defenses, they'll need more than a bandage.

- Cannon Towers are excellent for hitting enemies at a distance, but Guard Towers can hit enemies at close range. So how should you defend your base? **Simple:** Build Guard Towers on the perimeter and defend them with Cannon Towers. If you set up a good Tower defense, you can crush invading forces without losing a single military unit.

- Build lots of Towers. Ideally, any enemy unit approaching your base should end up looking like a pincushion, with a cannonball where his head used to be.

- Make pathways through your base. Don't block all areas of your base with buildings. You may need to send out a bunch of units in a hurry, and the last thing you want is a traffic jam. Leave openings so your troops can get in and out.

- Leave openings to your Towers from the inside. Your Peasants/Peons need access to your Towers so they can repair them.

- Build your Barracks near your base entrance so your troops won't have far to run if you're attacked.

- If you must build in a hurry, have Peasants/Peons repair a structure as you build it. It costs a little more, but you'll construct your building quicker.

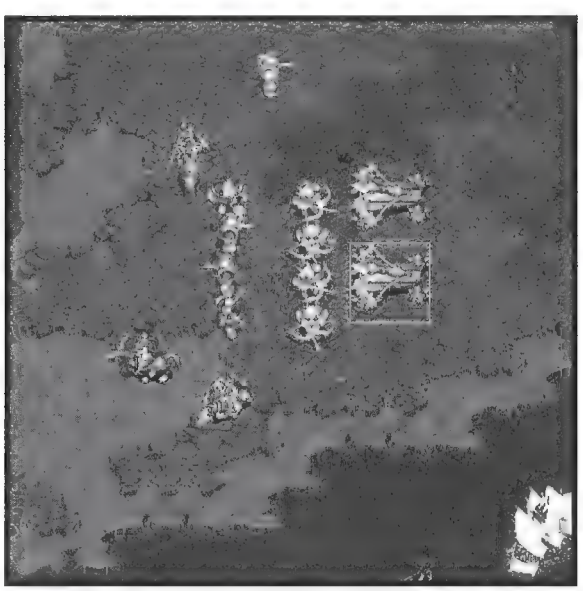
General Combat Tactics

Safety in Numbers

Always attack in groups. If you outnumber your enemy, you'll take them out quickly. Outnumbered invaders may get only one or two hits off before they meet their maker, leaving you with minor injuries.

Armor before Arrows

Your soldiers are well-armored and your (unarmored) Archers/Axethrowers attack from a distance, so keep your well-armored units up front and your long-range guys in the back.



YOU CAN GET THE MOST OUT OF YOUR TROOPS USING THIS TYPE OF FORMATION.

Rope-a-Dope (Land)

This is one of *WarCraft II*'s most effective strategies. Get a large group of units and keep them out of your enemy's sight. Use one of your fastest characters as bait. Have your bait character approach the enemy. When the enemy tries to attack, have the character retreat to your large group of units. When the enemy follows, ambush them. You can cast destructive spells such as Runes, Death and Decay, or Blizzard on advancing or retreating enemy troops, as well.

Rope-a-Dope (Beach)

Leave your Battleships offshore and land one Transport with a Knight. When the Knight touches land, enemy troops will rush to attack. Run him back onto the Transport and back away from shore. Your Battleships will handle your foes.

Rope-a-Dope (Sea)

If you attack an enemy ship with an Archer or a Ballista, the ship will come closer to shore. Have your unit retreat. When the ships touch the shore, sink them with Catapults or magical attacks.

Remember that Rope a Dope works both ways. If you use the Stand Ground command, your units won't fall for this trick.

Distress Signal

Attack a building on the edge of your enemy's base until it catches on fire. The enemy will send many Peasants/Peons to repair it. Pick them off as they try to repair the burning building, and keep this up until your enemy runs out of Peasants/Peons.

Building without a Permit

If your enemy leaves Peasants/Peons unguarded, sneak one of your own into his base and build a couple of Guard Towers near the Gold Mine. The Towers will open fire on the enemy.

Mixed Company

All units that can attack air units have weak armor. If a platoon of Ogres or Grunts meets a group of Archers, the Archers are dead meat. If one Dragon meets a group of Footmen, the Footmen are toast. Group mixtures of unit types so they can protect each other.

Strategic Attacks

Don't just get a bunch of troops and order them to attack the enemy. Remember, *WarCraft II* is also a game of strategy. Exploit enemy weaknesses. Use Dragons or Gryphons against units that can't fight back. If you encounter a group of Archers or Axethrowers, attack them with your well-armed ground forces.

Hit Them Where It Hurts

Pick your targets wisely. If you breach enemy defenses, take out their more important buildings. If they're killing you with Paladins, try to wipe out their Church. If you're going to send in a huge air attack, destroy their Lumber Mill so they can't produce Archers or Axethrowers.

Bring It On

Sometimes looks can be deceiving. Just because an enemy's base is well-guarded with Towers, that doesn't mean the entire base is defended well. Sometimes you can rush into an enemy base right past the Towers and straight to the Gold Mine. You can do some serious damage once you penetrate the perimeter.

Rock, Paper, Scissors (Land)

Military land units have great armor, but can't hit flying units. Flying units can't be hit by land units, but they lack precise attacks and are expensive. Archers can wipe out flying units, but they have weak armor.

Flying units beat ground troops.
Ground troops beat Archers.
Archers beat flying units.
Keep this information in mind when you create your forces.

Rock, Paper, Scissors (Buildings)

Cannon Towers can't hit flying enemies and Guard Towers have fewer Hit Points. When you attack, use Catapults on the Guard Towers and the air attacks on the Cannon Towers.

Rock, Paper, Scissors (Sea)

Destroyers are the only naval vessel that can hit air targets, but they have weak armor. Battleships can easily sink Destroyers, but they're defenseless against air attacks. Submarines don't have the best armor, but they can only be seen by air units.

Destroyers beat air units.
Battleships beat Destroyers.
Air units beat Battleships and Subs.
Subs beat everything, unless there's an air unit nearby.
If you know these simple rules, you'll have a better chance at winning the war on the high seas.

Go for the Gold

It's not against the rules to mine several Gold Mines at once. If you stumble on an unguarded Mine, build a second Hall near it and start mining. Collecting more gold than your enemy gives you an advantage.

Decoy Towers

Build a Scout Tower outside your base. When enemy Mages or Death Knights attack, they'll cast their powerful spells on the decoy, leaving your base unharmed.

Explore the Map

Uncover as much of the map as you can as soon as you can. This allows you to spot weaknesses in enemy defenses and plan your attacks accordingly.

Deforestation

Goblin Sappers and Dwarven Demo Squads can blast through rock and forest. Blast a hole in the enemy's defenses and hit them from the rear. They won't know what hit them.

Kill the Critters

Yes, it's inhumane to kill sheep in cold blood, but in the heat of battle, they get in the way, often ending up right where you want to build. They also can create traffic jams when your troops are trying to defend the base. Try to remove them when you have a free moment.

We Don't Need No Stinkin' Arrows

If your enemy has no air units, don't waste your time making Archers or Trolls. Their weak armor makes them easy targets for the enemy ground units. Save your gold for your ground forces.

Speed Kills

Remember that you can change the speed of the game from your Options menu. Set the speed to Fast when you build and Slow when you fight. Remember, the computer needn't move a cursor around the screen. Slowing the action gives you time to cast spells or reorganize your troops.

Beware of Your Own Air Force

Dragons and Gryphons are cool, but they have this horrible habit of blasting each other as well as anyone who gets in their line of fire—often roasting their allies. They're also reluctant to retreat from battle, so unless your enemy's air defenses have been destroyed or you're in a naval battle, don't use them.

Human Strategies

Hit, Run, Heal, Repeat...

Once you get Paladins, you can heal your units. Most Orc units can't heal. Attack the Orcs and weaken them, retreat and heal your wounded, and attack again until you wipe them out.

Exorcism

Death Knights are incredibly tough, but you can dispel them with the push of a button. This spell works great on the undead.

Polymorph

A Hastened-Bloodlusted Dragon can ruin your day, but cast Polymorph, and—*poof*!—it's a harmless pig. This spell can save the day.

Invisible Navy

Cast Invisibility on your ships. Your navy will remain invisible for the duration of the spell or until a unit attacks. You can use Invisibility to perform strategic attacks on the enemy.

Invisible Troop Transport Full of Dwarven Demolition Squads

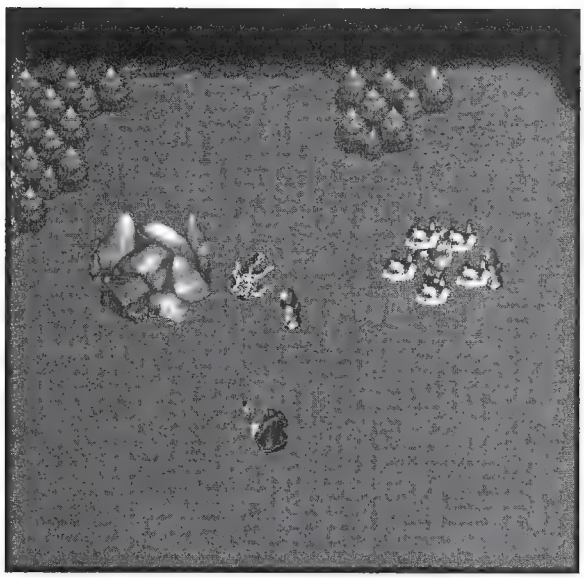
Need we say more? Just make sure you click on the Dwarf icon instead of the transport to unload your squad. This keeps your transport from being seen.

Flame Shield on the Enemy

Flame Shield allows shielded units to wound attackers charging them. If you cast Flame Shield on an enemy unit standing in the midst of others, he'll inadvertently injure his buddies.

Flame Shield on a Peon

If a Peon is heading to a Gold Mine, give him Flame Shield, and he'll burn everyone he passes. When he enters a Mine or Great Hall, the flames wait outside, burning everyone who walks by.



A Flame Shield will roast everyone who touches it as it waits for its owner to return.

Slow Enemies Die Fast

Dragons are very tough, but when you slow them down, their attack rate decreases, and you can blast a bunch of them out of the sky with a few Archers. Remember that each one you kill costs the enemy 2500 units of gold.

Blizzard

Use this spell as an antipersonnel weapon. If a bunch of enemy troops are waiting to attack, you can seriously wound them with this spell. It also works great on buildings and ships.

Hot Water

You can cast Flame Shield on Transports, Tankers, and Destroyers to make them more formidable.

Huh!?

You can cast Invisibility on a Paladin and then cast Flame Shield. The enemy won't be able to attack him until after he attacks. Have him run around the enemy base and damage everyone. Your foes won't know what hit them.

Orc Strategies

Rest in Pieces

Humans can heal, so if you're fighting Human units, make sure you kill them the first time. If you only wound them, and Paladins are nearby, they'll be at full health next time you meet. Remember to pick them off as they retreat if they attack you.

Quick on the Draw

Haste is inexpensive and can change a battle's outcome. Remember that this spell works on your navy and your Catapults. You'll be able to out maneuver the Humans at sea.

Anti-Gryphon Units

If air attacks plague you, send out roving hunting packs of Trolls and Ogre Magi. Three Bloodlusted Trolls can easily defeat a Gryphon.

Let Wounded Trolls Rest

Troll Berserkers can heal on their own. Keep a bunch near your base and rotate them. Let the wounded ones rest away from the front lines. After they're healed, bring them back.

Death Knights to the Rear

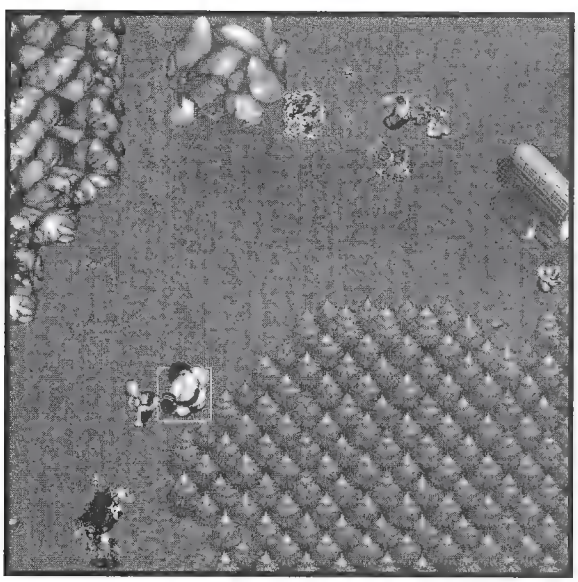
Don't leave your Death Knights near the edges of your base. A Paladin could ride by and cast Exorcism before he knows what hit him. Keep them safe, bringing them out only when you need them.

Hastened Goblin Sappers

Use these like guided missiles, and they become very difficult to hit.

Watch Your Step

When enemy troops attack, they usually come from one direction and run the same pattern. Try to figure out where they came from. After you defeat one wave of Humans, cast Runes on their path to wound the next batch.



"RUNE" THESE PEASANTS' DAY.

Runes for Dummies

It's fun to cast Runes in front of an enemy Gold Mine—like holding a magnifying glass over an ant trail. Don't try this at home!

Death before Dragons

When a Death Knight casts Death Coil, it automatically hits the weaker enemies. If you see a group of Archers and Knights, take out the Archers with Death Coil and hit the Knights with Dragons. Think of it as Rock, Paper, Scissors—without the Scissors.

Flying Body Parts

You can blow up most of a group of enemy troops with a Hastened Goblin Sapper.

Twisters

Computer troops react strangely to Whirlwinds. If you cast it on their base, they'll run toward it to investigate. Many are swept up when they get too close. Whirlwinds also cause mass chaos. Peasants trying to repair buildings will lose more than their tools!

Runes Float

Cast Runes on the water to sink the enemy fleet.

Lambs to the Slaughter

If a group of enemy units approaches, cast Runes on the ground and Death and Decay over the Runes. Most enemy troops won't survive your spells.

Skeletons Are Cool!

Skeletons are free troops. When you see bunches of Peasants heading for a Gold Mine, slaughter them and raise them as Skeletons. Soon you'll have a small army of free troops. They don't do much damage, but Hastened and Bloodlusted they can be very effective.

Skeleton Sentries

When the enemy attacks and you wipe them out, raise their corpses and leave the Skeletons outside your base. When enemy Paladins next try to attack, they'll waste all their spell points casting Exorcism on the Skeletons. Your Death Knights will be safe and the Paladins won't be able to heal their comrades.

These Skeletons are also good at destroying Ballistas.

Unholy Armor

The drawback to this spell is that it reduces the recipient's Hit Points by half. Use it on Dragons who have only a few Hit Points left. An Unholy Armored-Hastened-Bloodlusted Dragon can do a great deal of damage.

In Your Face

When you send your Death Knights to an enemy base on a specific mission, cast Haste and Unholy Armor on them. Have them enter the base and cast Death Coil on some Mages. Death Coil replenishes their Hit Points, and they can retreat quickly. Humans hate it when you do this.

The Farm of Death

Cast Unholy Armor on a Peon and march him into the enemy base. He can build a Farm to block the enemy's escape route. When the enemy is trapped, unleash the Whirlwinds! This technique is pure evil.

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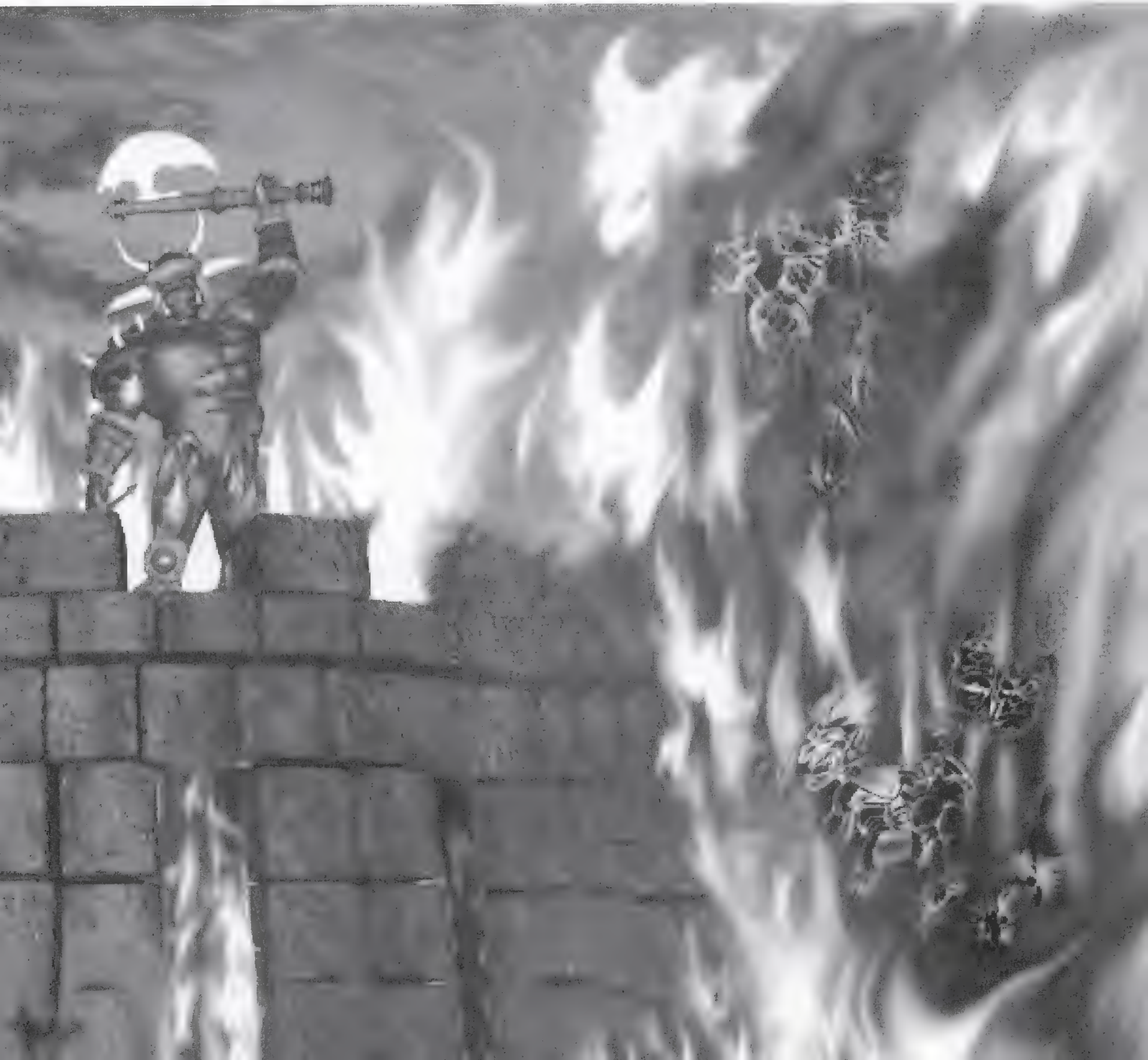
Part II: Levels



Chapter 2

Human Levels

The Tides of Darkness:
The Human Campaign

In the campaign levels, you receive specific mission objectives. As you complete them, you proceed to successive levels. A level ends when you've completed its objectives. You need not rid the entire map of every last Orc, unless that's a mission objective.

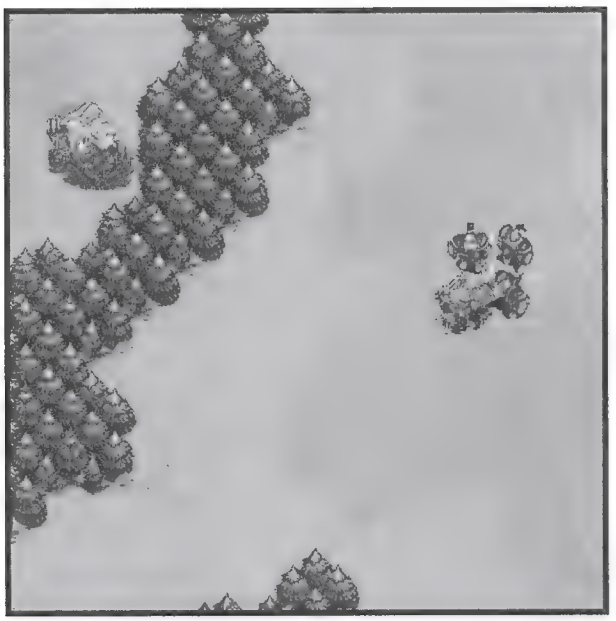
Act I:
The Shores of Lordaeron

Mission One: Hillsbrad

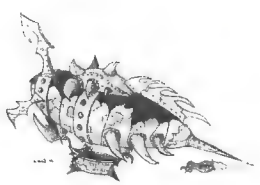
Objectives: Build four Farms and a Barracks.

This is an extremely simple level: Simply build the appropriate buildings and the mission will end. Although you start with only three Footmen, you'll produce more once you complete another Farm and a Barracks. To speed production, use your Town Hall to create another two or three Peasants.

You must harvest lumber and mine gold to complete your task. Although you need fight no enemies to complete your objectives, four enemy units are scattered around the map. To take them out, group your Footmen and hunt them. Three Footmen can easily exterminate four individual Orcs if the Footmen attack together.



THERE'S SAFETY IN NUMBERS.



Things to Remember

A peasant only costs 400 gold units.
A farm requires 500 gold units and 250 Lumber units.
Peasants mine gold much faster than lumber.
A farm will produce four units worth of food.

Mission Two: Ambush at Tarren Mill

Objectives: Rescue the captured Elven Archers and return them to the Circle of Power.

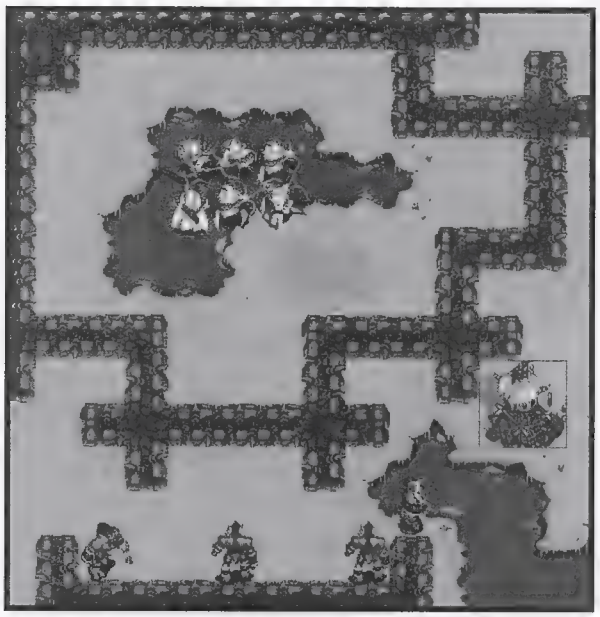
The Orcs hold six Elves captive at a base to the northwest. Seven Orc units are scattered across the map; a small group mans the base.

First, build a Farm and create more Peasants to speed production. Then create a Barracks to make reinforcements.

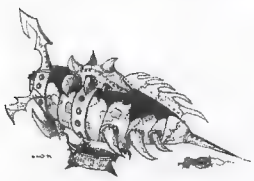
There are two Troll Destroyers on the map, one northeast and the other southwest. Together, your Elven Destroyers should have no problem sinking the Troll Destroyers.

Return them to your base when they're finished for ship-to-shore troop support. Group all your troops and have them storm the enemy base. First take out the Guard Tower, and then finish off the rest. Hack through the walls. Touch the Elves to control them, and bring them back to the Circle of Power at your base.

Don't worry if the enemy attacks your base in this mission. Just complete the objectives.



A LOOK AT THE ENEMY BASE.



Things to Remember

You can control up to nine units at one time.
Your ships can attack enemy units on shore.
Listen for the tune that signals when you can control rescued units.

Mission Three: Southshore

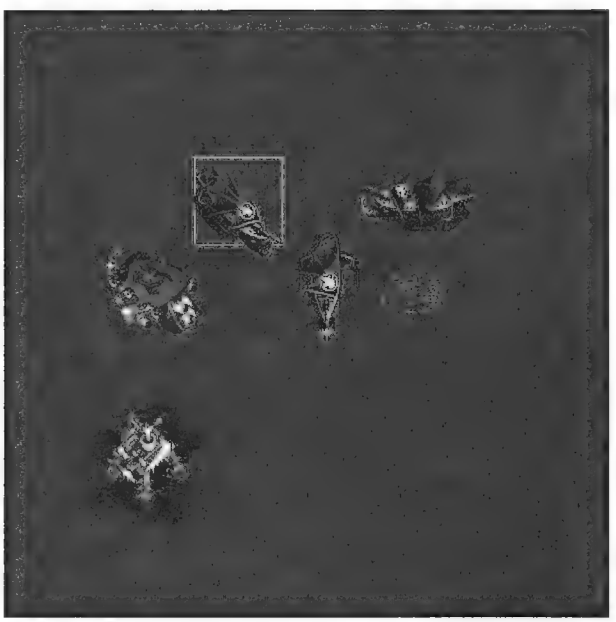
Objectives: Build a Shipyard and four Oil Platforms.

You must go to battle in this level. Four Orc military units camp on your land—two to the southwest, one on the northeastern shore, and one at the southern

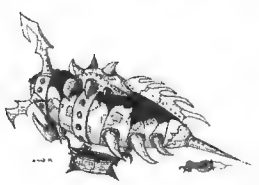
shore. Two Troll Destroyers lurk to the southwest and two more near an island in the southeast.

First, build a Farm, and then a Lumber Mill, and finally a Shipyard. Send your ground troops in a group to hunt the enemy. You'll have no trouble ridding your peninsula of Orcs. Once you have a Shipyard, you can build an Oil Tanker. Send it to the nearest Oil Patch and build your Oil Platform. When you complete it, your Tanker begins hauling Oil to your Shipyard.

Make several Destroyers, as well. Move them in a group and eliminate all enemy ships. Destroy the enemy Oil Platform to the southwest. Find the remaining Oil Patches and build Oil Platforms. Once you accomplish this, you've completed your objectives. (To spill more Orcish blood, attack the island to the southeast before you complete your last Oil Platform.)



A BATTLE FOR OIL.



Things to Remember

Your Oil Tankers can't draw oil from enemy platforms.
Axethrowers can attack your ships.

Mission Four: Attack Zul'dare

Objective: Destroy the Orc base.

This mission instructs you in beach invasion. You start in a bay in the northwest corner of the map. The enemy base lies in the southeast map corner. First, train Peasants, then build Farms, a Barracks, and a Lumber Mill. Notice the paths through the trees coming from the south shore of your island. Harvesting lumber near them will widen these paths: Don't do it. Your enemies will use them when they invade, so keep them as narrow as possible. Build Farms on them as blocks. Build your Towers there, as well, and upgrade them to Guard Towers as soon as you can.

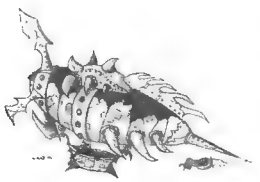
Keep building Farms and Footmen. To speed production, train seven or eight Peasants. Remember to check on your Farms occasionally.

Once you have an ample ground force, build a Shipyard, an Oil Tanker, and an Oil Platform. Then build seven or eight Destroyers. Building more Oil Tankers will hasten oil production. While you build your navy, build a Foundry so you can upgrade your ships.

DEFEND ALL PATHWAYS.

Send out your fleet and sink all the Orcs. Sweep the seas, starting in the north and heading toward the enemy base. While your navy is at work, produce three Transports and fill them with Footmen. Have your navy bombard the Orcish base. Your Destroyers should destroy as much as they can. When you have enough Footmen, launch your beach invasion. Land at the northern end of the enemy's island and attack. The mission ends when you've slain all the Orcs.

Things to Remember



A Transport can hold up to six troops.
Listen for the sound of enemy Transports. You can hear them when they leave their base and when they reach their final destination.
You can attack Oil Platforms and other buildings while they're under construction.

Act II: Khaz Modan

Mission Five: Tol Barad

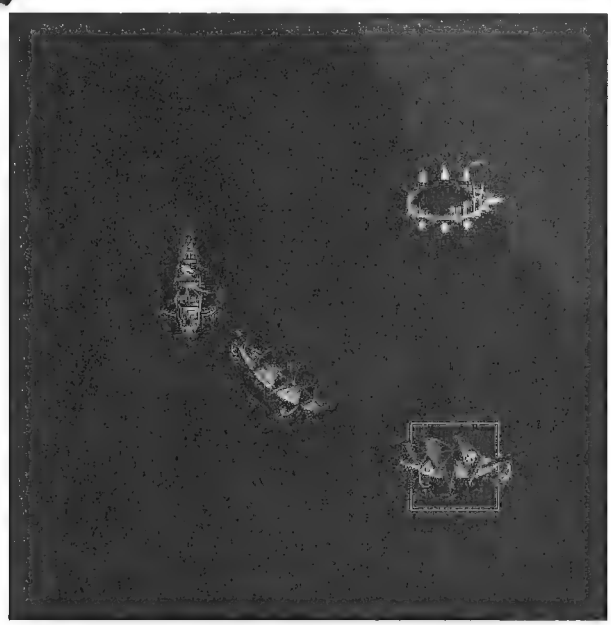
Objectives: Reclaim Tol Barad and destroy Dun Modr.

Your island, Tol Barad, is under attack. Immediately load your Transports and send them to the south side of the island. You'll lose the Barracks, but you'll defeat the members of the Orcish Horde.

You must fortify the island. Use all the tricks you've learned so far—Footmen, Farms as walls, Guard Towers, don't hack through the trees, and keep your Destroyers ready. The Orcish Horde will try to invade until you completely destroy their Transports and their Oil Platforms. Scout as much of the map as you can with your Flying Machine. Once you're fortified, begin producing your navy. Upgrade your Footmen with the Blacksmith.

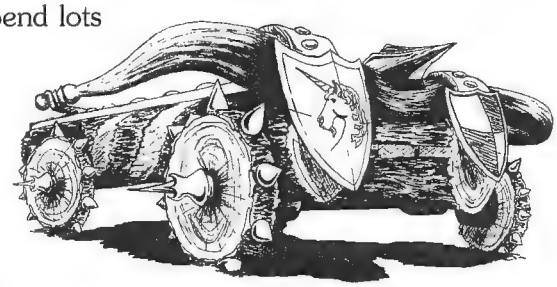
An Oil Patch lies northwest of your island. Build a Shipyard and a Foundry close by and start creating a navy. If you're running out of lumber, send a Peasant to another island with the Transport and build another Town Hall or Lumber Mill.

If the enemy uses a Transport, it will gather troops in the bay, but will dock on the southwestern side of their island. Hunt for them using your Flying Machine. The Transports are unguarded, so feel free to destroy them with your fleet. The enemy will make more, so be ready. Once you've destroyed the Transports, keep your fleet at the mouth of the horde's bay and destroy its navy. The enemy island is now yours for the taking.

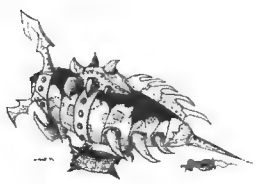


SEEK AND DESTROY ENEMY TRANSPORTS TO PREVENT INVASIONS.

Send your Transports to the southeastern side of the horde's island (near their Gold Mine). Send lots of Footmen, a Ballista for the Towers, and a Peasant. When you've amassed a large army, destroy your enemy. Attack the Peons near the Gold Mine first: If you cut off their gold, they're finished.



Things to Remember



Ogres are about twice as tough as one of your Footmen.
When it says "Level 2" on a ground troop you know how many times that unit has been upgraded.
You should consider bringing a peasant along on a beach invasion to be able to build Barracks and Towers.

Mission Six: Dun Algaz

Objective: Destroy Dun Algaz

This map is basically two land masses connected by three land bridges—one on the west side of the map, one in the center, and one on the east side. You start in the northeast and your enemy starts in the southwest. Create more Peasants and fortify your base. Build additional Farms to block enemy access to your Gold Mine from the west. Build a Blacksmith, upgrade your Hall to a Keep, and make Stables.

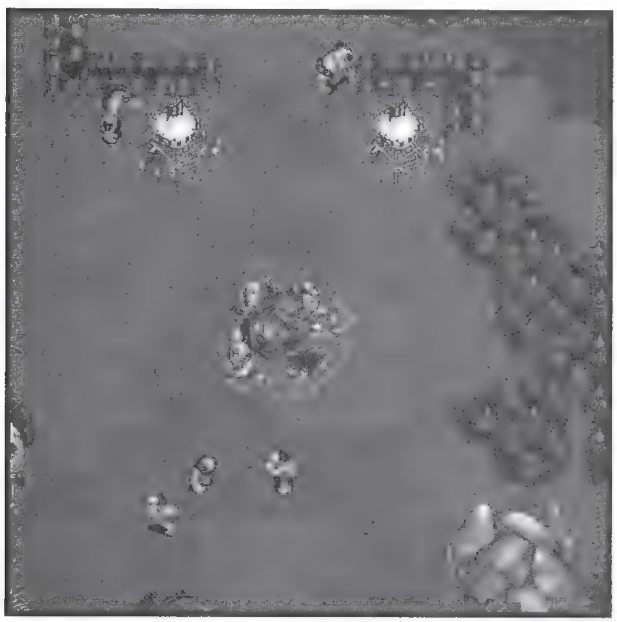
The enemy will attack. Start mass-producing Knights as soon as you can. Don't bother making Elves. Save your resources for the Knights. An additional Gold Mine lies to the west; two Grunts guard it. Take this Gold Mine if you need extra gold.

Amass a group of at least seven Knights. Send them down the eastern land bridge. Destroy the enemy troops and their Barracks. (Remember, don't send everyone. You need a few guys to defend your base.) Upgrade your Knights with your Blacksmith.

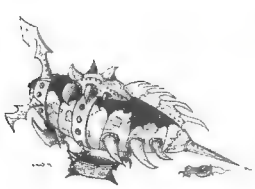
Another group of enemy troops waits near the central land bridge. You're outnumbered, but you can take them: Upper-level Knights are far more powerful than Grunts and Trolls. Amass more Knights and sweep the northern land mass. Make sure there are no other enemies on your side of the map. Keep producing more Knights, Farms, and Peasants, and guard the three land bridges.

Focus on your group of Knights on the southern island. If six or seven remain, you can cut the enemy's gold supply. The enemy base has a western entrance and a southern entrance. Take your troops and charge through the southern entrance until you're out of their Towers' range. Take your survivors and guard their Gold

Mine. Kill all the enemy's Peons. If you succeed, the enemy must fight you with its remaining troops. At this point, you can make a few Ballistas and more Knights and wipe them out. The mission ends when you kill the last Orc, or raze the last Orc structure.



CAPTURE THE ENEMY'S GOLD MINE.



Things to Remember

It's definitely worth the time and recources it takes to use your Blacksmith to upgrade your Knights.
Knights and Ogres move at the same speed.

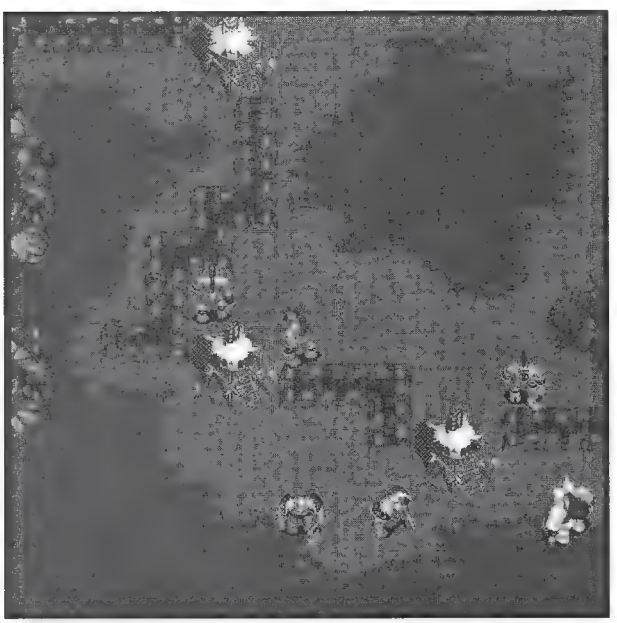
Mission Seven: Grim Batol

Objective: Destroy the five enemy Oil Refineries.

Although this level only has one objective, you must complete it in four steps. Starting with a small invasion force in the northwest corner of the map, capture three enemy Catapults south of your starting location. Keep your Peasants safe. (Loading them all onto a Transport keeps them out of trouble.) March your force

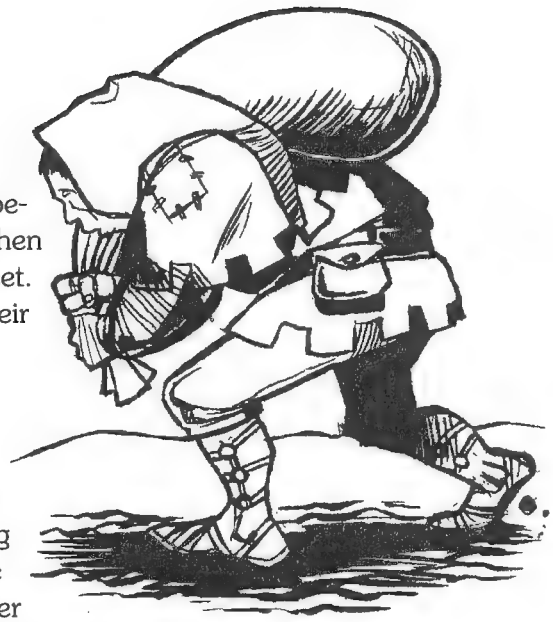
in a large group to the south and kill all the Orcs. Hack through the walls and capture the Catapults. Proceed south. Once you've captured all three Catapults, load all your units on the Transports and take them across the channel to the east.

Next, take the peninsula and build a base. The enemy base has Ogres, Orcs, Trolls, Catapults, and Cannon Towers. Remember, keep your Peasants out of trouble and protect your Catapults. Use your Knights to scout the area. If you encounter enemy troops, lead them back to the rest of your army and pummel them. Use your Catapults to destroy the Cannon Towers. If you see enemy Catapults, move your own to safety and rush theirs with your Knights. This part is tricky, but it teaches you how to use Catapults and Ballistas effectively. Once you destroy the enemy forces, proceed north and take the island. Be extremely careful! Your Catapults will attempt to fire at the enemy. If the enemy is moving, the Catapults will hit the ground where the enemy was running. Take care you don't hit your own troops. Sometimes it's best to lead your Catapults away from the action.



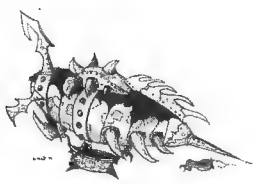
TAKE OUT THE BASE.

Demolish all those unsightly Orcish buildings and build a Town Hall and some Farms. You needn't worry about beach invasions in this level, so fortifying your base is unnecessary. Build a Shipyard and a Foundry. There are two Oil Patches you can claim—one in the east bay, and one northeast. Produce a fleet of Battleships and one or two Destroyers. They won't attack you, so there's no pressure. If you're running low on resources, there's a small island to the east with a Gold Mine and some trees. Ferry some Peasants there and build a Town Hall to collect those resources.



Finally, once you have a powerful navy, use the "Rope-a-Dope" tactic: Send a Destroyer into enemy waters. When their ships see you, lead them back to the rest of your fleet. Your fleet will sink them. It's that easy. After you sink their pitiful fleet, destroy all their Oil Refineries.

Things to Remember



You can bait and sink a Destroyer by attacking it with an Elven Archer and then retreating inland when the Destroyer pursues. If you have a catapult at its maximum range, the Destroyer will sit by the beach (out of harms way) until the catapult sinks it.
Destroyers are faster than Juggernaughts.
Battleships are effective against Cannon Towers (when not totally outnumbered).

Act III: The Northlands

Mission Eight: Tyr's Hand

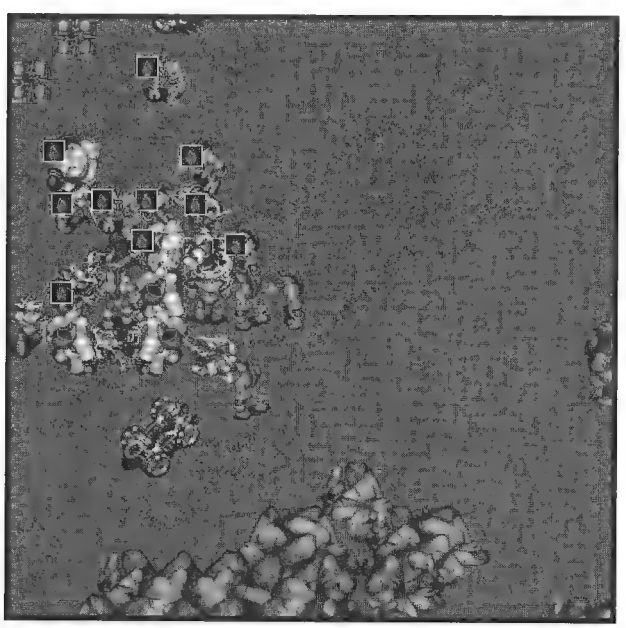
Objectives: Quell the Peasant uprising, build a Castle, and destroy the enemy.

On this mission, you must stop a riot and defeat three Orc clans. You start in the southeast corner. The Red Orc Clan is west of you, the Blue Orc Clan lies to the northwest, and the Violet Orc Clan is directly north of your base.

First ride into the city and defeat the Orange Peasants. Then claim the town, fortify it, and start producing more Peasants. There are three openings in the town's defenses—north, northwest, and west. Narrow these (but don't close them off completely) with Farms and Towers.

Small groups of enemy units will attack. You must build a Lumber Mill and a Barracks, upgrade your Hall to a Keep, and then build Stables. Start massing Knights as soon as possible. You won't need Footmen, Elves, or their upgrades on this mission. Focus on Knights. Once you've completed your Stables, upgrade your Keep to a Castle. Then build a Church. When that's finished, upgrade your Knights to Paladins and research Healing. You'll learn that Paladins are far more effective warriors than Knights.

When you have nine Paladins (and a few extras to guard your base), send the group of nine north to destroy the Violet Orc Clan. Uncover the map using the Paladins' Holy Vision spell. When you have another large group of Paladins, head west and destroy the Red Orc Clan. The Blue Orc Clan is the most dangerous of the three. They have Ogre Magi and their Bloodlust Spell.



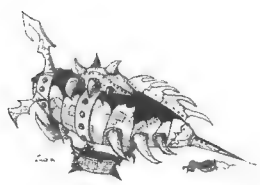
BEWARE THE BLUE ORCS.

After you've destroyed the Red Orc Clan, start massing Paladins where their base used to be. You can gain a slight advantage in this battle by sacrificing one Paladin: Have him run past the Ogre Magi; they'll Bloodlust their troops. When the Bloodlust wears off, attack.

Use Ballistas for the Towers and overwhelm your enemy with an army of Paladins. Remember, the Orcs can't heal themselves, so hit-and-run strategies work

to your advantage. Charge in to battle, weaken them, retreat, and heal. The mission ends when you've erased the Orcs from the map.

Things to Remember



Beware of the damage that Bloodlusted Ogre can dish out (listen for the growl).
If you destroy their Altar of Storms, existing Ogre Magi don't lose their magical abilities, but no more can be trained until the Altar is rebuilt.
You cannot build a Church before you build a Castle.

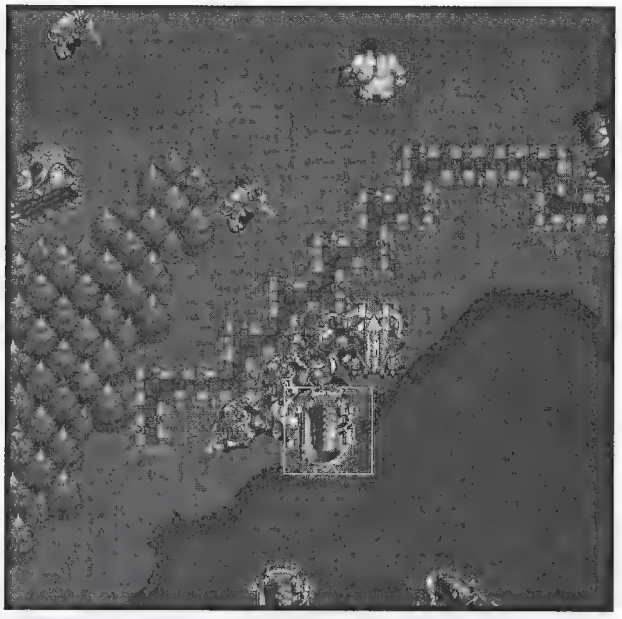
Mission Nine: The Battle of Darrowmere

Objective: Escort the Lightbringer to the Circle of Power at Caer Darrow.

Notice the absence of Peasants. You must do the best you can with what you've got. First, have your Flying Machines uncover as much map as they can. You'll find you have both ground forces and sea forces. Your passenger waits on the northwest coast and you must carry him safely to the southeast coast. The many enemy ships and Cannon Towers would like to prevent you from accomplishing this task.

Load your ground forces on the Transports. Put all your Knights and Ballistas in one Transport, all Footmen in another, and all Archers in a third. The fourth Transport will hold a mix of troops. Ignore the heavily guarded stretch of land directly west of your starting location. Move your Transports southwest and attack the less heavily guarded area. Have the Knights protect your Ballistas, use your Archers to shoot enemy troops over the walls, and use Footmen to ambush the enemy. If you're in trouble, jump back onto the Transports and regroup.

Once the enemy troops are dead, use your Ballistas to destroy the Cannon Towers, starting with the northernmost. Then sink the Troll Destroyers in the channel with your Ballistas.



TAKE OUT THESE GUYS FIRST.

Send a Transport to pick up the Lightbringer and take him to your newly conquered piece of land. Do not dock him where enemy cannons can hit you! If he dies, you lose. If the Transport that carried him took any damage, move him to a new one.

The Orange Human ships at anchor near your goal are those of traitors! Send in your entire fleet of ships and destroy the Orange fleet. Make sure your navy is out of Cannon Tower range. Once you've cleared a path, send the Lightbringer's Transport through the channel and complete your mission. When Lothar's Transport is in the channel, you may want to sacrifice some of your ships to draw enemy fire. All that matters in this mission is that Lothar gets to safety.

Things to Remember

Cannon Towers aren't very effective at hitting moving ships because of their slow fire rate, but a near miss will still cause some proximity damage. (Battleships are the easiest to target, followed by Transports. Destroyers are the hardest to target.)

Mission Ten: The Prisoners

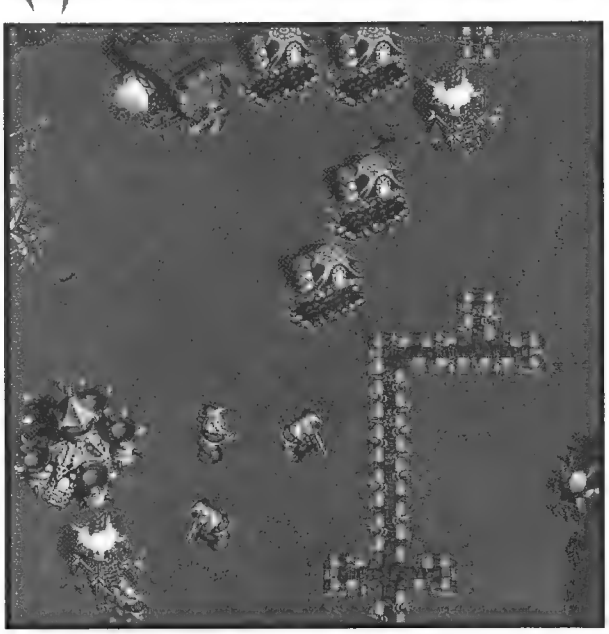
Objectives: Build Transports at Stratholme and take four Alterac prisoners to the Circle of Power at Stratholme.

You begin on an island in the northeastern corner. Your gold supply is low, but a second Gold Mine lies north of your base. The Blue Orc Clan lies in the northwest map corner and the Red Orc Clan in the center.

This mission comprises four simple steps: First, build Peasants and fortify your base. Produce Knights as soon as possible, and upgrade them to Paladins.

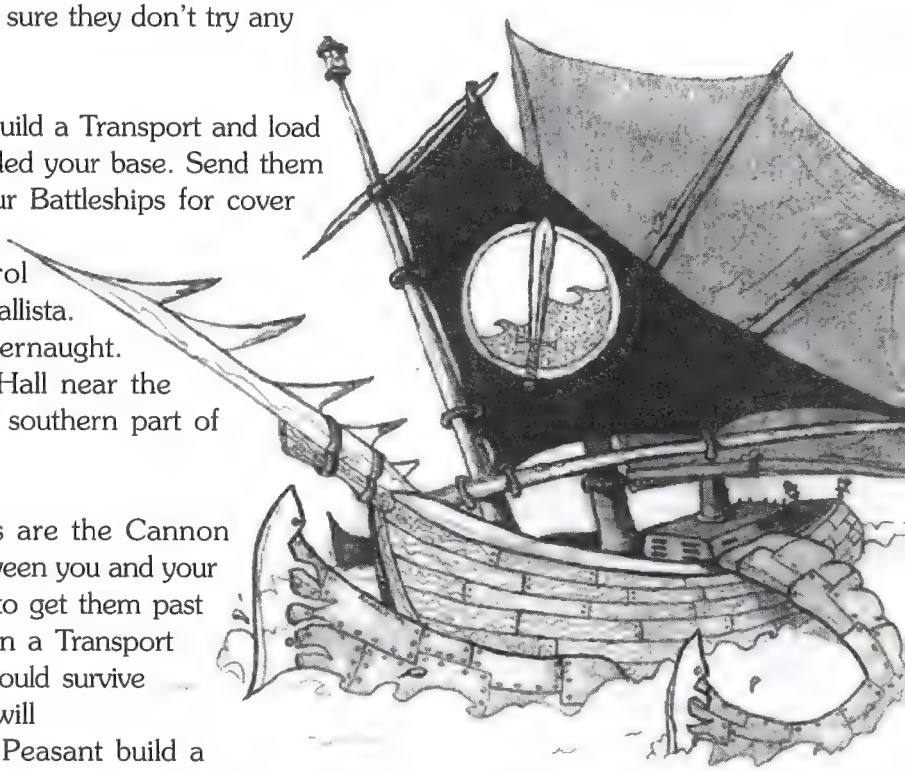
Orcs invade constantly. At first the enemy sends two or three troops at a time, but the numbers steadily increase. Five or six Paladins with Healing properties can defend your base. Use their Holy Vision to reveal the entire map. Enemy Transports sometimes try to invade at the southeastern tip of your island, so prepare for this.

As soon as you have Paladins, start your navy. Build a Shipyard and a Foundry near your Castle and a Refinery at the southern tip of



WIPE OUT THESE GUYS FIRST.

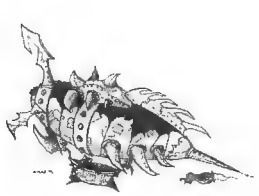
your island. Build five or six Battleships, for starters. When your fleet is ready, send them west and destroy the enemy navy. Destroy the Blue Orc Clan's ships, Oil Platform, and Shipyard to neutralize them. You needn't invade. Keep at least two Battleships off their coast to make sure they don't try any funny stuff.



Once the Blue Orcs are out, build a Transport and load it with the six Paladins that defended your base. Send them to attack the Red Orcs, using your Battleships for cover fire. If they defeat you, send six more Paladins. When you control the area, send a Peasant and a Ballista. Use the Ballista to sink the Juggernaught. Have the Peasant build a Town Hall near the Gold Mine and a Shipyard at the southern part of the land mass.

The only remaining obstacles are the Cannon Towers guarding the waterway between you and your prisoners. There are several ways to get them past the Towers. First, put a Peasant on a Transport and sail him to the prison. (He should survive the journey, but your Transport will sustain damage.) Next, have the Peasant build a Shipyard at the prison, and create another Transport. Load four prisoners on the Transport and sail them past the Cannon Towers to the land mass in the map's center. From there, transfer them to another Transport and bring them to justice.

If the Cannon Towers sink your Transport, you can still complete the mission. Four prisoners should remain. You can load six Paladins on a Transport, unload them near a Cannon Tower, and let them destroy the Tower. They can heal each other and proceed to the next Tower until all the Towers are rubble. With all the Towers out of the way, you can't lose.



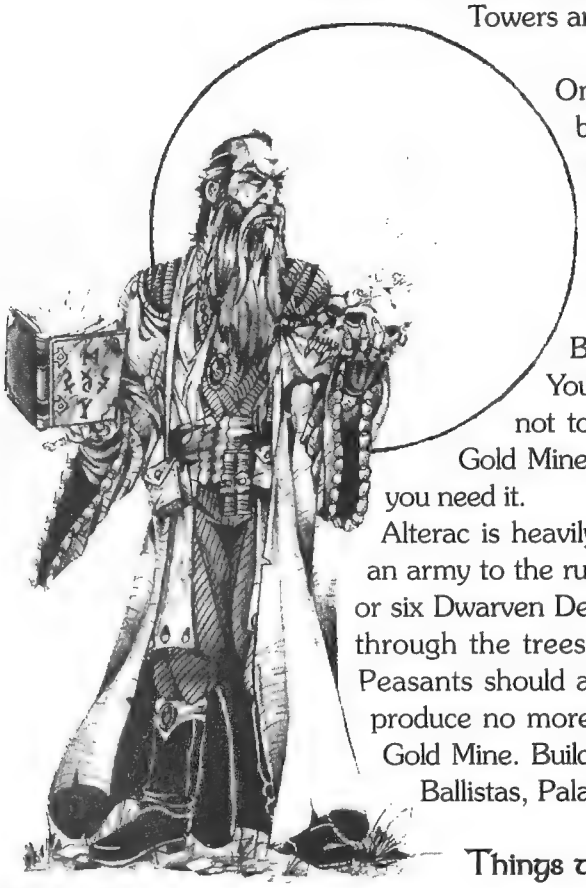
Things to Remember

You can learn the Exorcism spell in this battle because of the lone blue Death Knight.
Use Elven Destroyers and Gnomish Flying Machines in this mission to scout the battlefield.

Mission Eleven: Betrayal and the Destruction of Alterac

Objectives: Free the Mages and Peasants, and destroy Alterac.

In this mission, you must immediately bring an army north and destroy the outpost to rescue your Peasants and Mages. Use your Demolition Squads on the Towers and you'll have no problem.

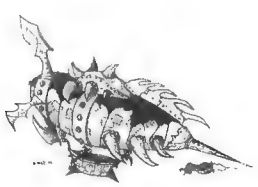


Once you've rescued everyone, return to your base and begin fortifying it. Create Paladins as soon as possible. Small groups from the northeast attack constantly. You may want to build two Guard Towers there to slow the enemy. Once you have a respectable army, go on the offensive.

Bring a small group of Paladins and Archers to the far east. You can capture a Gold Mine; it has a few guards, but they're not too tough. Don't forget the Archers! Once you secure the Gold Mine, return to your base. This gold will be there later, should you need it.

Alterac is heavily guarded from the south, but not from the west. Bring an army to the ruined outpost where you rescued your Mages. Include five or six Dwarven Demolition Squads and a Ballista. Have your Dwarves blast through the trees to the east. You'll end up near a Gold Mine. Enemy Peasants should already be mining there. If you kill them, the enemy can produce no more units. Bring some of your Peasants north to work that Gold Mine. Build a Barracks and a Gnomish Inventor there, then produce Ballistas, Paladins, and Dwarves to destroy the enemy base.

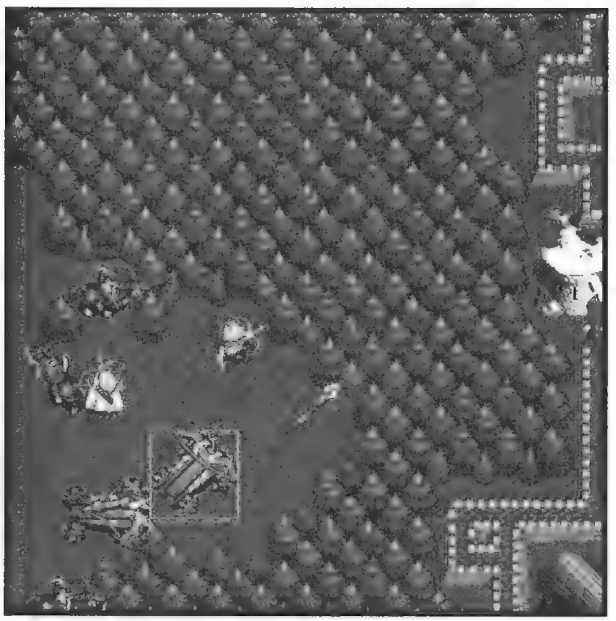
Things to Remember



A Dwarven Demolition Squad can do 400 points of explosive damage and level an area about the same size as a three by three square.

Casting a Flame Shield on one enemy Peon will burn any enemy units he comes into contact with. (The Peon will even continue killing the other Peons when he's in a Great Hall, Gold Mine, etc.)

The Slow spell affects the enemy attack rate in addition to enemy speed.



Blast through these trees to attack the enemy Gold Mine.

Act IV: The Return to Azeroth

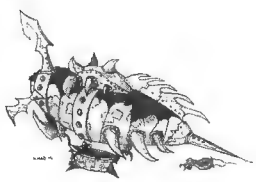
Mission Twelve: The Battle at Crestfall

Objectives: Destroy Orc Transports, Oil Platforms, and Shipyards.

This mission is difficult. As usual, fortify your island, and start making Peasants. When you feel your island is secure, build a Foundry and a Gnomish Inventor. Because the enemy has Sea Turtles, you'll need Flying Machines to spot them. After a few minutes, the enemy invades your base with Grunts and Catapults, so prepare. Seven Paladins are enough to defend your base for a long time.

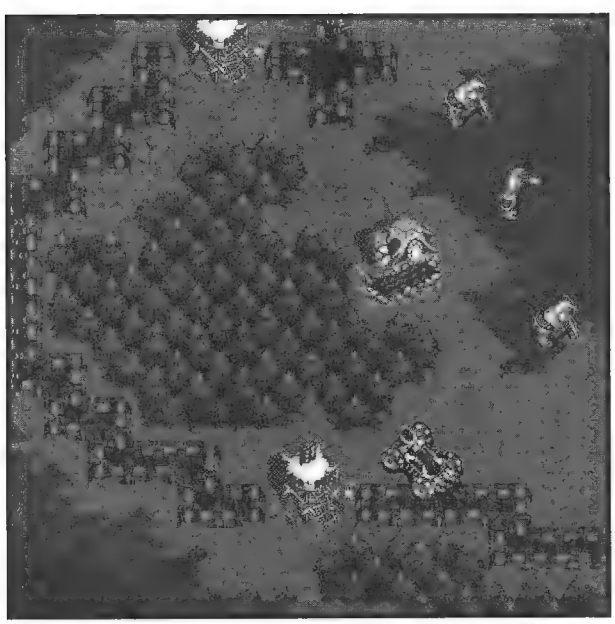
An unprotected Oil Patch lies directly east of your base. Send your fleet there. Create a few Oil Tankers and build an Oil Platform. While you build your Oil Platform, send a Transport to the small island north of the Oil Patch. Exterminate the Orc vermin. When the island is safe, build an Oil Refinery on the island's southern coast so your Tankers needn't travel the width of the map. Use this island to increase resource production.

Create a few Transports at your main base and load them with troops and a Peasant. Send them northwest with an armed escort. When you reach the northwest map corner, land them on the eastern shore of the enemy's island. Build a Barracks and an army. You can destroy all mission targets from the shore, and cut off their gold supply, as well. When you've destroyed all the targets, the mission ends.



Things to Remember

Flame Shield affects ships.
The Slow spell also affects ships.
Exorcism is an effective spell against Death Knights.



TAKE OVER THIS ISLAND.

Mission Thirteen: Assault on Black Rock Spire

Objectives: Destroy Black Rock Spire and all enemy forces.

In this battle, you must fortify your base immediately. Build many Towers around the perimeter, and keep making Peasants. Transports full of Bloodlusted Ogre Magi attack you. Don't explore the map right away. Fortify your base completely, first. When you can repel the Ogre assaults easily, use Holy Vision to uncover the map. Build an Oil Platform on the Oil Patch north of your island.

When you're ready, make a Transport and sail to the northeast island. Build a Town Hall and mine the gold. The enemy may or may not attack this island. When you've mined the island completely, invade the island directly to the north. Take out the Dragon Roost there as soon as possible using the Blizzard spell.

Hit this island with everything you've got. It has good resources, and it's in the center of the map, a strategic location. After taking the island, install groups of

TAKE THE CENTRAL ISLAND.

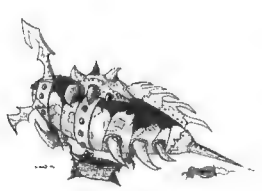
Paladins and Mages there. Start creating an air force, as well. Once you have the central island, your Gryphon Riders can perform hit-and-run missions, and you can heal them immediately at the central island.

When you control the center of the map, attack the Orange Orc Clan with the Gryphon Riders. If you destroy the enemies' Oil Platform, they'll send Oil Tankers to rebuild it. Leave your Gryphons there to keep destroying the platform as the enemy rebuilds it, thus depleting their gold and lumber. Land two Transports with Mages and Paladins on the south shore of the Orange Orc island. This battle isn't tough. After destroying the Orange Orc Clan, it's time for the Red Clan.

The Gold Mine at the southern tip of the Red Clan's island is yours for the taking. Defeating the Red Clan just takes patience. You must establish a foothold on the island in the north or south. The south is a bit easier, but you won't be able to cut off their gold supply immediately from there. Send air strikes against the enemies who can't fend them off.

Build a very large army and land it on the island. Use Blizzard on the Towers and enemy troops. If they're advancing, cast Slow on them. Keep attacking and healing. That's the advantage Humans have over the Orcs: Humans can retreat, heal, regroup, and attack until they wear down their opponents. The Orcs can't heal. Exploit this weakness and you'll defeat them.

If you think you've destroyed the enemy, but the scenario doesn't end, have your air force scout for enemy Turtles. They usually hide along the coast. Happy hunting!



Things to Remember

Find out what happens when you click on your units rapidly and repeatedly.

Mission Fourteen: The Great Portal

Objective: Destroy the Dark Portal.

This battle is incredibly tough. You start with a good-sized force, but you have no resources. Take the troops you have and invade the western shore: There are three Cannon Towers, two Catapults, and some Ogre Magi. Once you take the beach, Dragons and Death Knights attack constantly while you try to build a base. Note that, although the Gold Mine close to the shore has a small amount of gold, a much larger Gold Mine lies to the north.

Load one Transport with Footmen and one with Knights. Fill the third Transport with assorted troops. Move the remainder of your men southwest. Save your Archers for the Dragons.

When you attack the beach, hit it with everything you've got. You should be able to take it out and have troops left over.

When you're safe, bring over your Peasants and Archers. Build a Lumber Mill and some Guard Towers, but make sure you have enough resources for a Town Hall. Keep an eye on your Peasants. They have a habit of wandering off in this level. If Ogre Magi spot them, you're dead.

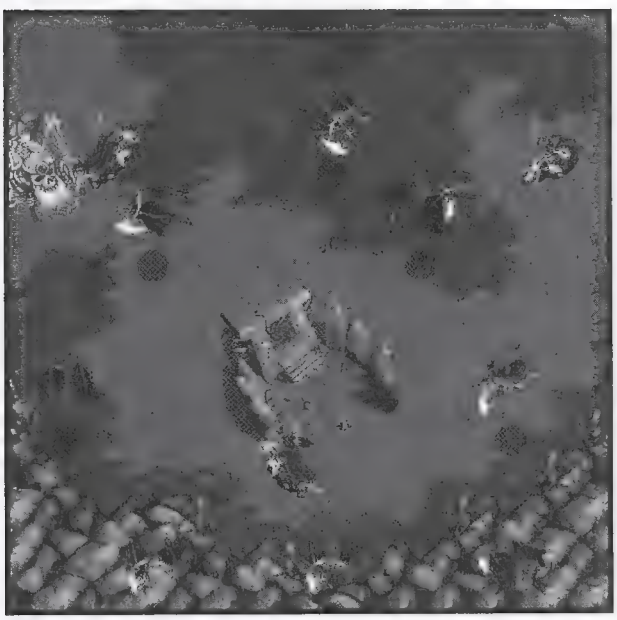
When you have a respectable number of troops again, or when the Gold Mine you're mining runs out of gold, go north to the next Gold Mine. This Gold Mine is much larger and provides enough gold for you to establish a real base.

In this level, you can't have too many Guard Towers or Archers. It's wise to upgrade your Archers to Rangers and teach them Marksmanship. Build up your defenses again and create Paladins and Mages. Use your Paladins to heal your Rangers when they get attacked. Teach your Mages the Polymorph spell. When your force is large enough, or you run out of gold, head northeast. A small enemy encampment there protects an untapped Gold Mine worth 70,000 units of gold. Dragons constantly attack you when you travel to their base. Bring Rangers and Mages.

You can take out this base easily with the Rope-a-Dope strategy: Line up your Rangers and send one Paladin into the base. Enemy troops will chase him. Lead them to your Rangers, and repeat.

After you take the base, fortify it. Build a strike force of Gryphon Riders. Send them north along the eastern map edge. If they get injured, retreat back to base and heal them with your Paladins. Use the Rope-a-Dope again on the Daemons guarding the Portal. Send a Gryphon Rider in to lure some Daemons away. Blast them out of the sky and repeat until no one's left to guard the Portal. The mission ends when you destroy the Portal.

Consider this battle your final exam.



THE PORTAL IS HEAVILY GUARDED, SO HIT IT HARD!

Beyond the Dark Portal:
The Human Campaign

In the second set of levels, you'll notice some differences. For one thing, they're far more difficult than the first set. You also receive Heroes to assist you. They have almost superhuman attributes, but there's a condition attached: If even one dies, your mission fails. Let's meet the Heroes.

Alleria: Alleria is an Elven Ranger driven by rage. Orcs slaughtered her family in the battle of Quel'thalas. She is so proficient with her bow, she can destroy Towers without getting in their range.

Danath: Danath is a mercenary captain who played a key role in the liberation of Khaz Modan. He's excellent with a sword. Odds as high as 3 to 1 are no problem for this mercenary.

Turalyon: Turalyon also holds a grudge against the Orcish Horde. He was present at the ambush of Uther Lightbringer. He survived the battle and has honed his skills for revenge.

Khadgar: Since the war, Khadgar has been the key researcher in the study of the Dark Portal. With his arcane knowledge, he's an invaluable ally.

Kurdran: Kurdran is legendary from his previous battles: He singlehandedly slew nine Dragons. He and his mount Sky'ree will prove invaluable in the battle against the Orcs.

Act I:
A Time for Heroes

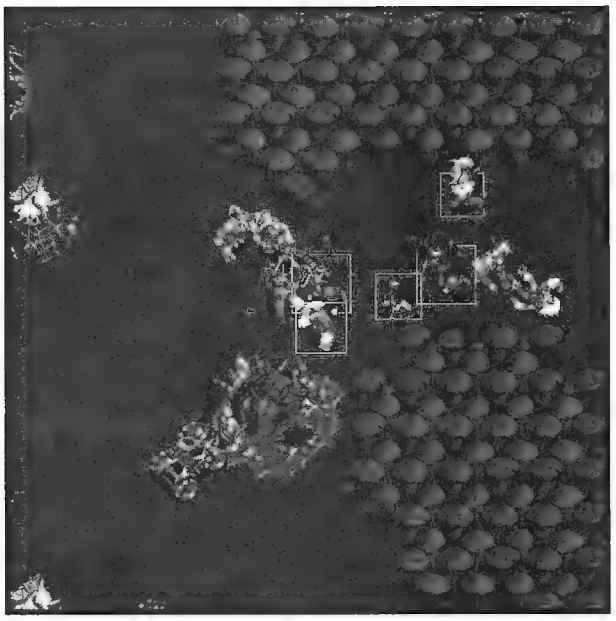
Mission One: Alleria's Journey

Objective: Find Turalyon and Danath and bring them to the Circle of Power at New Stormwind.

You begin in the southeast map corner. Notice immediately that Alleria is an excellent scout.

Move with extreme caution. Enemy troops plague the forest. Go north to capture a Ballista. Head west and rescue the small town. If you examine the Shipyard, you'll notice you're 100 units of lumber short of creating a Transport. Proceed south along the coast and head through the opening in the mountains to find Danath near the southwest map corner. Use Alleria or the Ballista to sink the enemy ships in the river. Rescue a Peasant and a Lumber Mill. If the Peasant delivers one unit of wood to the Lumber Mill, you can use the Transport. Go back upstream and sail straight across the water to rescue Turalyon, who can heal your party. The forest conceals many undead, so Turalyon's Exorcism spell comes in handy.

Once you have all three Heroes, take the Transport to the southwest map area and fight your way to the Circle of Power. Remember, all your Heroes must survive. If you're desperate, you can use the Peasants to help you fight.



BE ON THE LOOKOUT FOR AMBUSHES.

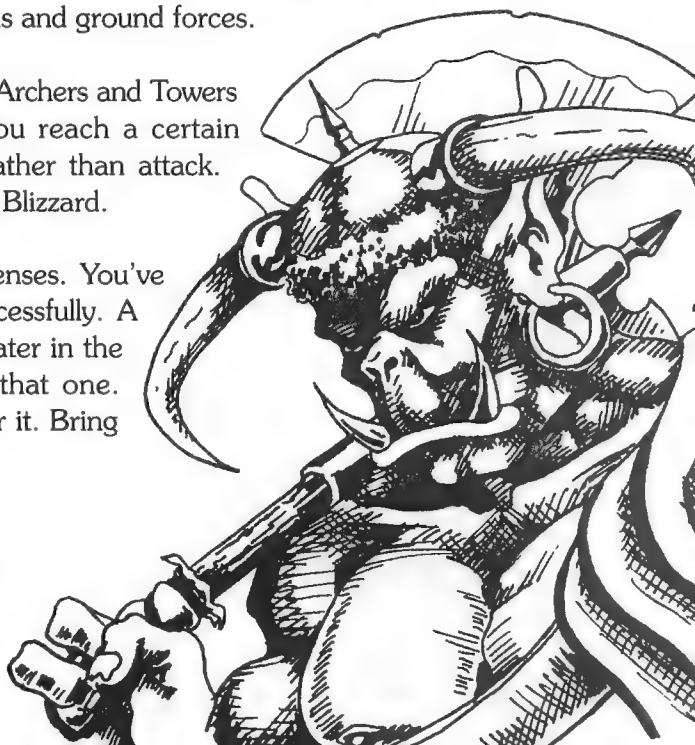
Mission Two: The Battle for Nethergard

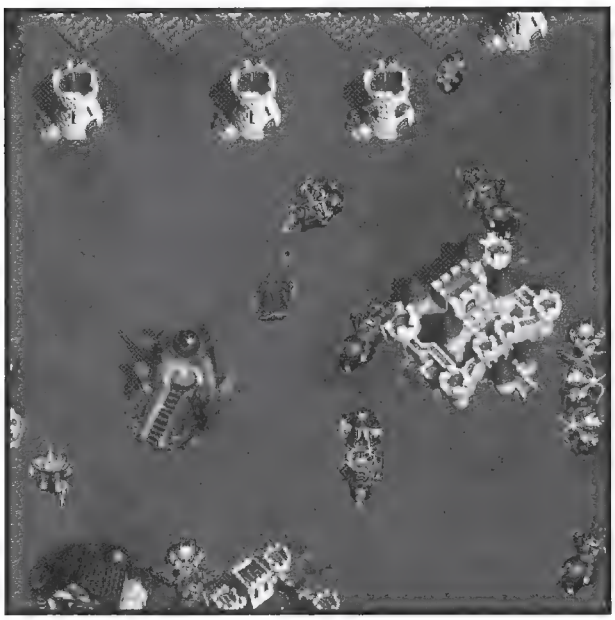
Objectives: Destroy enemy forces. Danath must survive.

Danath leads a small group of troops in the southwest map corner. The town in the center is under attack. Go to the nearby Gold Mine and build your defenses. You can't save the town. A Red Orc Clan attacks from the north with Ogres and Grunts, a Black Orc Clan attacks from the northeast with Death Knights, and the Yellow Orc Clan attacks from the east with Dragons and ground forces.

Build a wall of Farms to the north and put your Archers and Towers there. As you collect lumber, dig west. After you reach a certain point, the Red Clan will stay at the top forest rather than attack. When you get Mages, take the Red Clan out using Blizzard.

Build as fast as you can and set up your defenses. You've gotten this far, so you can defend your base successfully. A Gold Mine lies northeast of the Black Orc Clan. Later in the game, when the clans need gold, they'll go to that one. Bring a force and slaughter anyone who goes near it. Bring Peasants, as well, to build Towers and a Barracks.



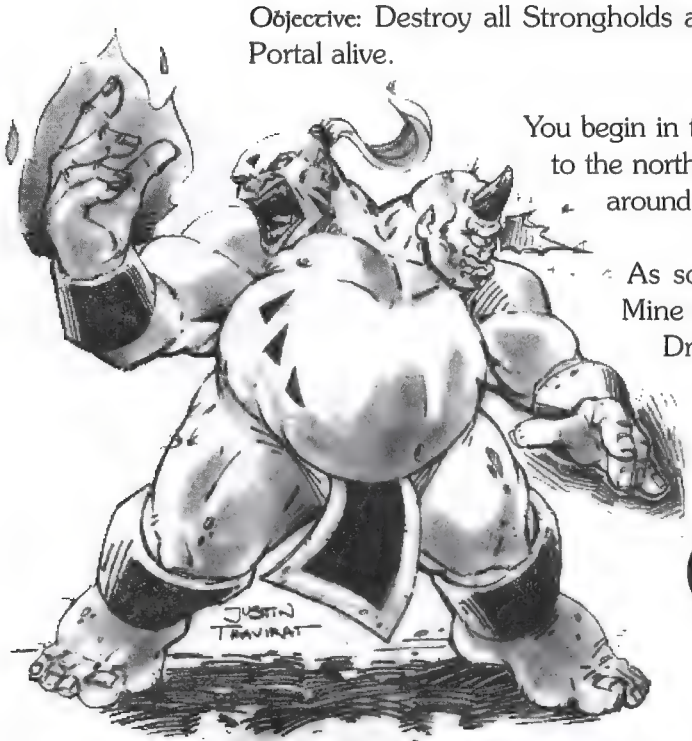


SET UP YOUR DEFENSES CAREFULLY.

All the enemy's Peons will march into your trap. You may stumble across the occasional Dragon or Ogre, but there will be no huge force. When they stop sending Peons, they're out of money. Send them into the Ice Age with your Mages and Paladins.

Mission Three: Once More unto the Breach

Objective: Destroy all Strongholds and Fortresses. Turalyon must reach the Dark Portal alive.



You begin in the southern part of the map. A Gold Mine lies to the northwest, but the Red Orc Clan is building defenses around it.

As soon as the level begins, destroy all the Gold Mine defenses in the northwest. Ground forces and Dragons attack from the east. The Red Orc Clan will invade via Transports from the north and northwest. You must defend your main base and the northwestern Gold Mine successfully.

When you think you have enough Towers, build more. If you can outlast the Red and Orange clans' advances, you can go on the offensive. You also must keep an eye on Turalyon. If he dies, you lose.

When the Red Clan's Gold Mine collapses, they won't attack for much longer. The same holds true for the Orange Clan. When they stop attacking, you can invade the Orange Clan's base with some Paladins and Mages. By this time, there should be Violet Dragons all over the map, so keep Rangers and Mages nearby. Invade the Orange base and destroy the Fortress. Then you can build a Shipyard and invade the Violet Clan's island. You may encounter a few Grunts and more of those Dragons. Once you've destroyed their Stronghold, destroy the Portal's defenses.

When you control the Portal, take your remaining forces north and crush the Violet army. When their army is defeated, destroy the Fortress. When you bring Turalyon to the Circle of Power, the mission is complete. If you can defeat this level, you know everything there is to know about defense.

BEHOLD, THE DARK PORTAL.

Act II:
Draenor, the Red World

Mission Four: Beyond the Dark Portal

Objectives: Erect a Castle to protect the Portal and destroy all enemy forces.

As your forces emerge from the Portal, Orcs attack from the east. Destroy them and travel southeast to the White Orc Clan. Your Flying Machine is already there to scout the enemy. Yellow Clan defenses guard the path. Attack the White Orc Clan as soon as possible. You'll be under attack very soon, so build your base as you destroy theirs. Keep in mind that Red Clan ground forces will attack from the west and Black Clan Dragons from just about everywhere. Defend your base and wait for the Red Clan to run out of gold. When they do, make your move.

The Red Clan will send their Peons to the Gold Mine west of your base. Build Guard Towers and guard it with some troops. Kill as many Red Peons as you can.

Defend this Gold Mine!

Then invade the Red Clan's base and destroy it. Remember, Black Dragons will attack constantly. Their base lies in the map's northwest corner. After you crush the Red Clan, send your troops northwest and wipe out the Black Clan.

You can't complete this level successfully unless you attack the White Clan first.

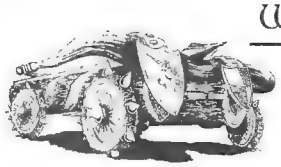
Mission Five: Upon the Shadowed Seas

Objectives: Build three Shipyards and destroy all Orcish Shipyards.

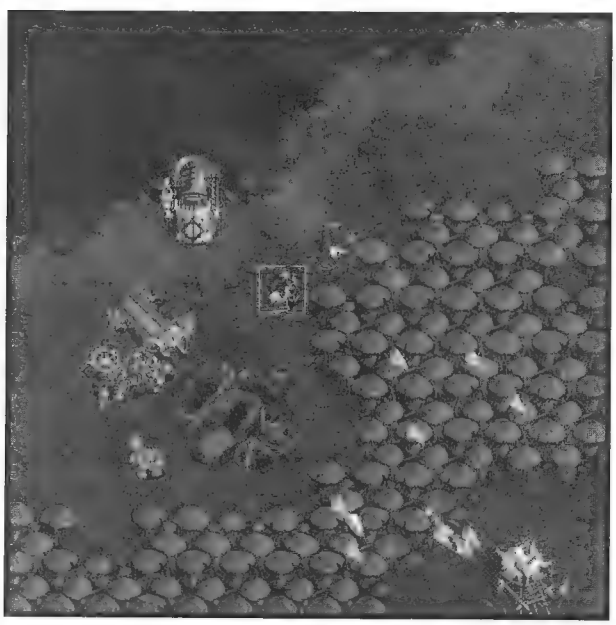
You begin in the map's northwest corner. Immediately ride south and overtake the Gold Mine. Build your defenses quickly. The Orange Clan will attack from the east and the Yellow Clan from the opening south of your base. Build a few Cannon Towers and you should be safe.

You have few resources in this level, so don't let your Knights charge into battle. Let the Cannon Towers do all the work. When your defenses are ready, travel northeast to find another Gold Mine. The Yellow Clan will constantly send Transports full of troops, so fortify that Gold Mine as fast as you can. Use your gold to make Mages and Paladins. When you've assembled a strike force, destroy the Cannon Towers guarding the Orange Clan's base. Send some troops through the opening. Another Gold Mine lies in the map's northeast corner. Set up another base there. If the Orange Peons head toward the Gold Mine, destroy them. When the enemy is out of Peons, raid their base and eliminate their remaining troops. Now you can destroy their Shipyards safely.

Notice the Yellow Oil Platform east of the Orange Clan's base. If you cast Blizzard on it repeatedly from shore, the Yellow Clan will keep building platforms until they run out of resources. At that point, they may send a few more Transports, so don't drop your guard.



Now you can safely build three Shipyards in the northeast bay. Guard them with Mages, Ballistas, Paladins, and Cannon Towers. When you have your Shipyards, the Violet Clan sends their fleet. Sink them with Blizzards and Ballistas. After thwarting their advances, build a Transport and send it to the Yellow Clan's island. You can destroy their Shipyards, and use your Mages and Ballistas to sink many Violet Clan ships from shore. The Violet Clan is powerful, so avoid a direct naval battle. Land some Paladins, Mages, and Ballistas on the Violet Clan's western island, as well. If you can establish yourself there, you can sink the rest of the fleet with Blizzards and Ballistas. Use Exorcism to dispel the Death Knights on the eastern island. When you've pummeled them sufficiently, use ships to destroy their southern Shipyard, or land on their island and destroy it with your troops.



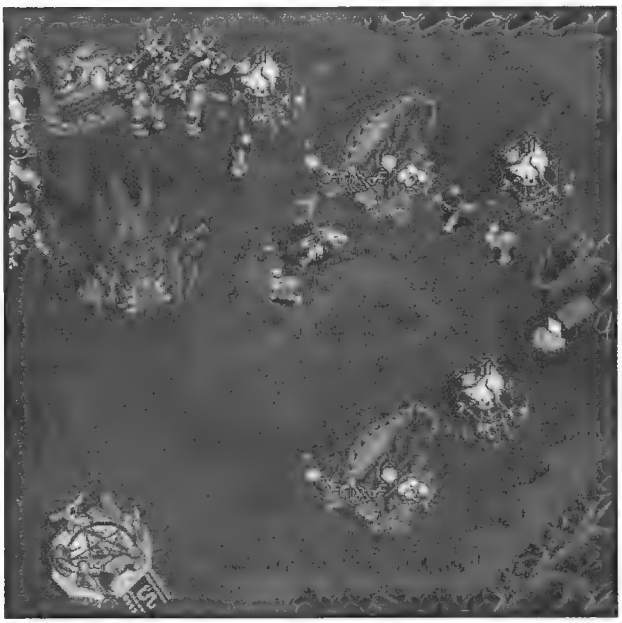
TAKE OVER THIS ISLAND AND SINK THE ENEMY'S FLEET FROM SHORE.

Mission Six: The Fall of Auchindouin

Objectives: Destroy Auchindouin and return the Heroes to the Circle of Power.

You begin in the map's northeast corner with a small force. Board your Transports and head south. When you reach the clearing to the east, land your troops and wipe out the Red Clan as quickly as possible. You meet little resistance. Build your base as you destroy theirs. Make sure you set up air defenses. When you have enough

Archers, try to get Paladins so you can heal your troops. Dragons attack constantly, and Green and Orange clans send Transports full of Catapults, Trolls, and Grunts to your coast. Mages are also very important in this level.



THE ORANGE CLAN HAS VERY POWERFUL FRIENDS.

When your Gold Mine runs out of gold, send your forces south. You have two more Gold Mines—one about halfway down the coast, and another in the southwest corner of the map.

If you want the enemy to run out of resources, use the Oil Patches as bait. There's one just outside your base, and another southwest of your base. When you see the enemy constructing Oil Platforms, have your Mages cast Blizzard. The enemy will send Destroyers, so back your Mage away from the coast and use Blizzard on their Destroyers. You can easily sink their entire fleet, but it takes time.

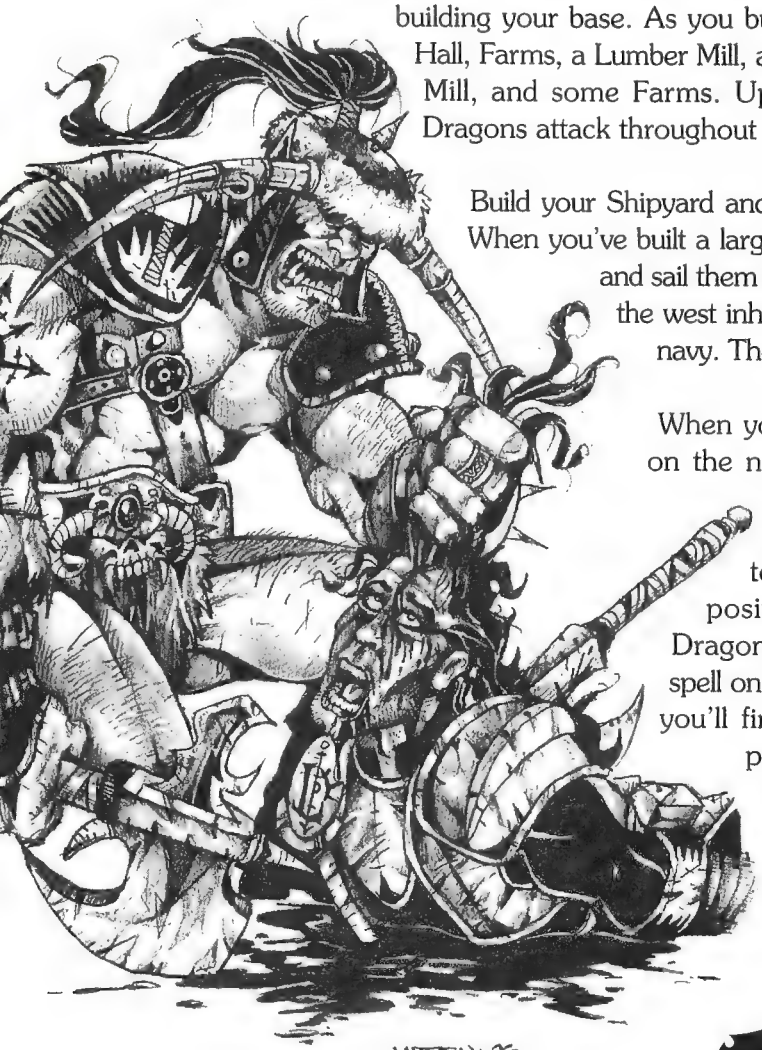
When they're low on resources, give them a taste of their own medicine. Hit the Orange Clan with everything you've got. They don't have much. After you exterminate them, send your Heroes to the Circle of Power west of your original starting position. Once you can repel the enemy's attacks, the level is pretty easy.

Act III: War in the Shadows

Mission Seven: Deathwing

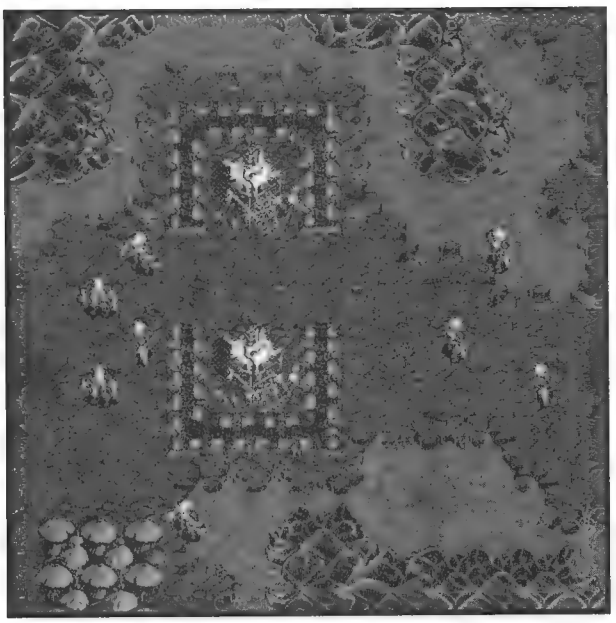
Objective: Destroy Deathwing and his lair. Khadgar, Alleria, and Kurdran must survive.

You begin with Alleria, Khadgar, and three Paladins. Immediately load your force onto the Transports and head directly east toward the enemy troops. Take them out and rescue the imprisoned Human forces. Take over the Gold Mine and start building your base. As you build, notice that you can only build a Town Hall, Farms, a Lumber Mill, and a Shipyard. Build your Hall, your Lumber Mill, and some Farms. Upgrade your Archers as soon as possible: Dragons attack throughout the level.



Build your Shipyard and start making a massive fleet of Destroyers. When you've built a large fleet, load your troops onto the Transports and sail them north along the coast. The White Orc Clan to the west inhabits an island there, and they're producing a navy. The sooner you cut their oil supply, the better.

When you have a clear path, land your Transports on the northeast coast. You'll encounter Red Clan ground troops. Defeat them and proceed northeast with caution. Use your Paladins to heal wounded troops. Take care not to position wounded on the front lines. When Dragons attack your party, use Khadgar's Slow spell on them. When you reach the northeast corner, you'll find more enemy ground troops and more prisoners to rescue. Take them and follow the path southwest. You'll encounter many Skeletons. (If your Paladins have Spell Points, you may want to cast Exorcism on them.)



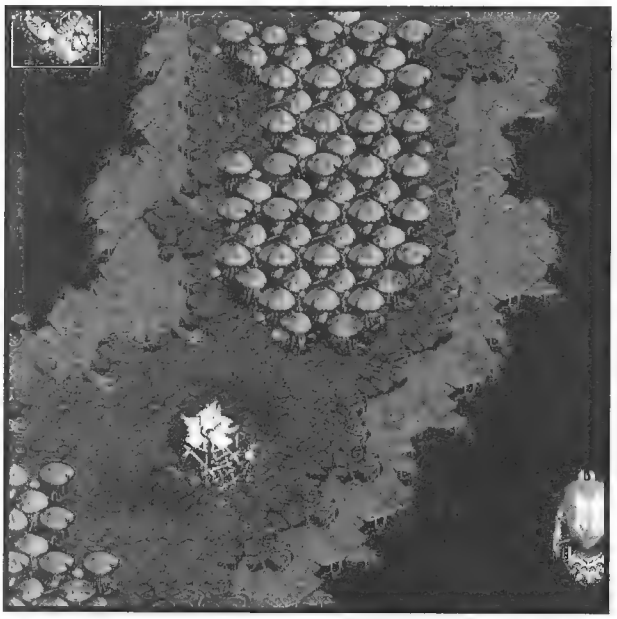
THE FINAL AMBUSH.

You'll know you're getting close when you see two Towers behind walls. Alleria can take them out with her bow. More troops (and Kurdran) await you at the end of the path. Deathwing's lair lies just north of your captured Gold Mine. Have Kurdran lure Deathwing into the open. If you have sea dominance, lure Deathwing out to your fleet of Destroyers. Otherwise, cast Slow on Deathwing and hope your Archers, Alleria, and Khadgar can defeat him. After you vanquish Deathwing, have Kurdran destroy his lair. Remember, your Heroes must survive!

Mission Eight: Coast of Bones

Objective: Destroy all enemy forces.

You begin in the map's northeastern corner with a few troops. Sail them directly west and invade the White Clan base. Use your Battleship to destroy their Cannon Tower. You'll lose some forces, but it's a small price to pay. Build your base as you destroy theirs. Transports invade from the east and south. Deathwing may be dead, but the Violet Clan still has power over Dragons.



SEND YOUR MAGES HERE TO WIPE OUT YOUR ENEMY NAVY.

Set up your defenses as quickly as possible. The enemy will leave Battleships off your coast as cover for their troops when they invade. Have your Mages cast Blizzard on them. Your enemies invade constantly, so don't cut through your trees. When your Gold Mine collapses, you'll find another Gold Mine on your island, to the west. Build more defenses and start mining.

Turn the battle around by taking over the small island west of the Yellow Clan base. Mages and Ballistas can do lots of damage there. South of your island an Oil Patch lies within range of your Blizzard spell. I think you know what to do. When both enemy clans are in financial ruin, attack. Have your Peasants harvest the trees on the small island west of the Yellow Clan's base and build a Town Hall to get that gold. The rest of the battle is just exterminating clans. Enjoy.

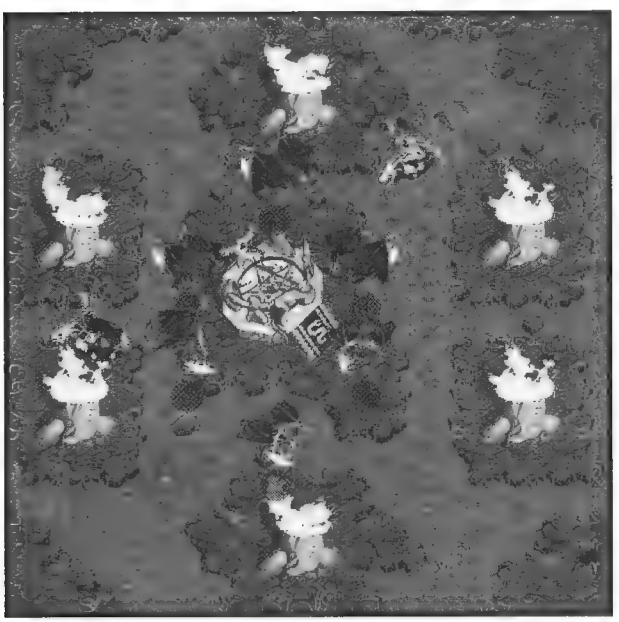
Mission Nine: Heart of Evil

Objectives: Destroy the Fortress of Shadowmoon (Black) and raze the mystic Runestones of Gul'dan.

At the start, Skeletons attack your forces in the map's southwest corner. Take care of business and move your forces to the map's east side, where the Green Orc Clan is building a base. Prisoners await rescue just north of this base. Rescue them and destroy the base. As you do so, build your own. Red Clan Dragons attack from the north and Death Knights from the west.

You must defend yourself from the enemy onslaught. You'll need many Rangers, Mages, and Paladins. Build Guard Towers along the northern edge of your base to help keep the Dragons at bay. When you have a force of Paladins, head toward the map's center.

Notice that the Black Death Knights attack using the White Clan base for cover. Bring Mages and have them level the White Clan base. As you attack the base, the Death Knights will cast Death Coil on your troops. Bring groups of Paladins to heal your wounded. A large group of Orange Skeletons stands north of the base. You can defeat them easily.



TERON'S ALTAR

When you run out of gold, build a small base in the map's center, taking care to defend it from Dragons. Start mass-producing Paladins and advance north toward Teron Gorfiend's Altar (near the top of the screen). Invade the base and destroy Teron and the Altar. This will be difficult: Towers, two Temples Damned, and two Barracks guard this base. They send Hasten-Bloodlusted Ogre Magi after you, but these retreat if you turn and attack. Vanquish most of them by casting Blizzard on them as they run back and forth.

Death Knights emerge from the Temples occasionally. Use Exorcism to destroy them. If you run out of gold, another Gold Mine lies hidden in trees in the southwest map area.

This will be a very long battle, but it's a lot of fun.

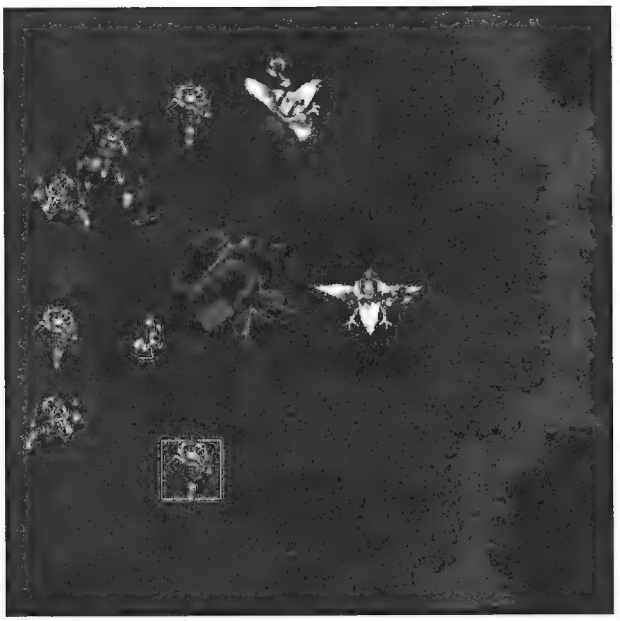
Mission Ten: The Battle of Hellfire

Objective: Outlast the sieging Orcs until lack of supplies forces them to retreat.

You begin the battle in a great Castle under attack by a large enemy force. Don't worry about the skirmish at your Castle gates; your troops can handle themselves.

Rescue the Peasants under attack north of your Castle. After you defeat the first wave, upgrade your Keep to a Castle, and build a Church and a Mage Tower. Don't forget to upgrade the rest of your troops with your Blacksmith and Lumber Mill. While you're upgrading, attack the White Clan's pitiful defenses at a Gold Mine near the map's center. Two Cannon Towers and Two Ogres defend the Gold Mine. Send your Dwarven Demolitions Team to destroy one Cannon Tower; then send Kurdran in to finish off the rest. Knocking out these defenses early helps alter the course of battle.

Three Orc clans confront you: The White Clan from the southwest will hit with land-based troops, including Ogre Magi and Death Knights. Grunts and Axe-throwers from Green Clan to the west will bombard you constantly. A Violet Clan sends Dragons. You must defend your base from all three menaces.



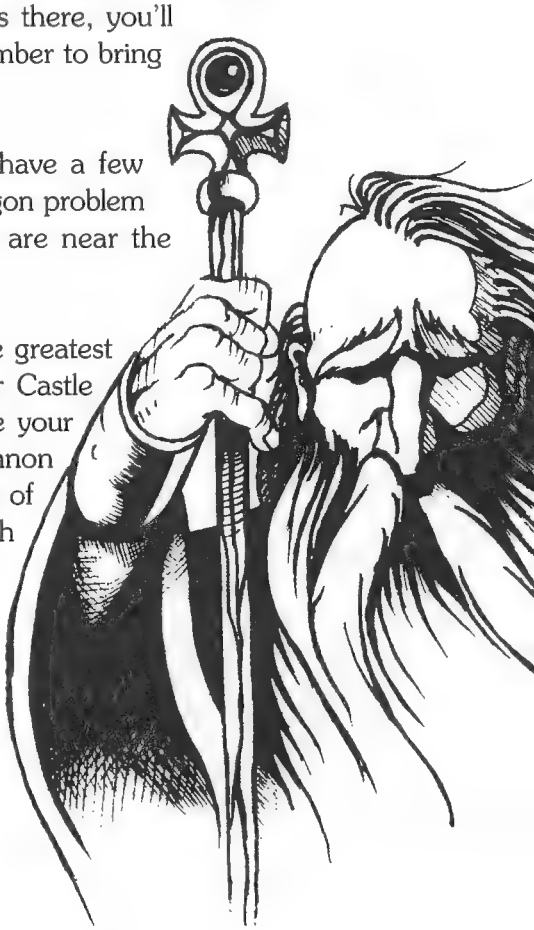
CONTROL THIS GOLD MINE AND YOU CONTROL THE GOLD.

Because your resources are limited, build Towers and Paladins. Towers last much longer than a Ranger, and Paladins can heal everyone.

First, the Green Clan attacks from the northwest. If you build four or five Guard Towers near your Lumber Mill and move your Heroes there, you'll have no problem holding them off for the entire battle. Remember to bring a few Paladins to heal your Heroes.

The Dragons attack from the north, so make sure you have a few Mages scattered around your base. You can eliminate your Dragon problem with some Polymorphing or Slow spells when the Dragons are near the Guard Towers.

The White Clan's Ogre Magi and Death Knights pose the greatest threats. Build two more Cannon Towers at the front of your Castle and keep a Peasant nearby to make necessary repairs. Have your Mages cast their Slow spell on the advancing horde so the Cannon Towers can pick the enemy off. Build a Scout Tower in front of your base as a decoy. The Death Knights will waste their Death and Decay magic on your decoy instead of casting it where it can do real damage.



If you hold them off long enough, your enemies run out of gold and try to mine the huge Gold Mine near the center of the map. When you see enemy Peons heading for that Gold Mine, charge into battle. If you kill all the Peons, your enemies will be out of gold and you'll capture the map's largest Gold Mine.

If you act fast enough, the Gold Mine will still have 80,000 units of gold. At this point, you can do anything you want. If you're not so fortunate, you can perform hit-run-and-heal missions with your Paladins and Mages. You'll need enough resources to wipe out the Violet Clan's island. Make some Transports and have your Mages give the island an early winter. Remember not to rush in with your Heroes. If they stray too close to a Cannon Tower, you'll lose the mission instantly.

Mission Eleven: Dance Laughing Skull

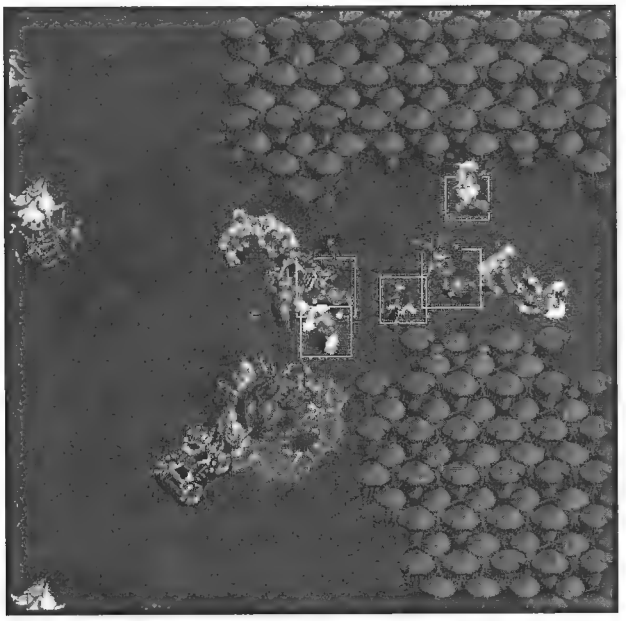
Objectives: Destroy all enemy forces. Your Heroes must survive.

This battle features a strange twist: You join forces with the Laughing Skull Clan to fight a Green Orc Clan and a Violet Orc Clan.

When you begin, ride north and touch the Stronghold to control the Yellow Orcs. After you gain control, the Green Orc Clan attacks from the west. Once your forces defeat it, take all the Humans and Orc Grunts and attack the Green Clan. Use Khadgar's magic to stop advancing troops and Alleria's bow to take out the Towers. If the enemy overwhelms you, retreat to the base and heal. Enemy troops will follow, so you can beat up on them when they reach the base. This hit-and-run strategy also draws enemy Catapults out into the open.

When your troops are healed sufficiently, attack the base again. Have Alleria damage a Tower so she and Khadgar can pick off the Peons who try to repair it. Once you destroy all the Peons and the Town Hall, you can destroy the rest of the base at your convenience. If you're careful, you can wipe them out in the first 10 minutes of battle.

While your Heroes and their new allies destroy the Green Clan, the Violet Clan attacks from the south. Upgrade your buildings as soon as possible, and build Cannon

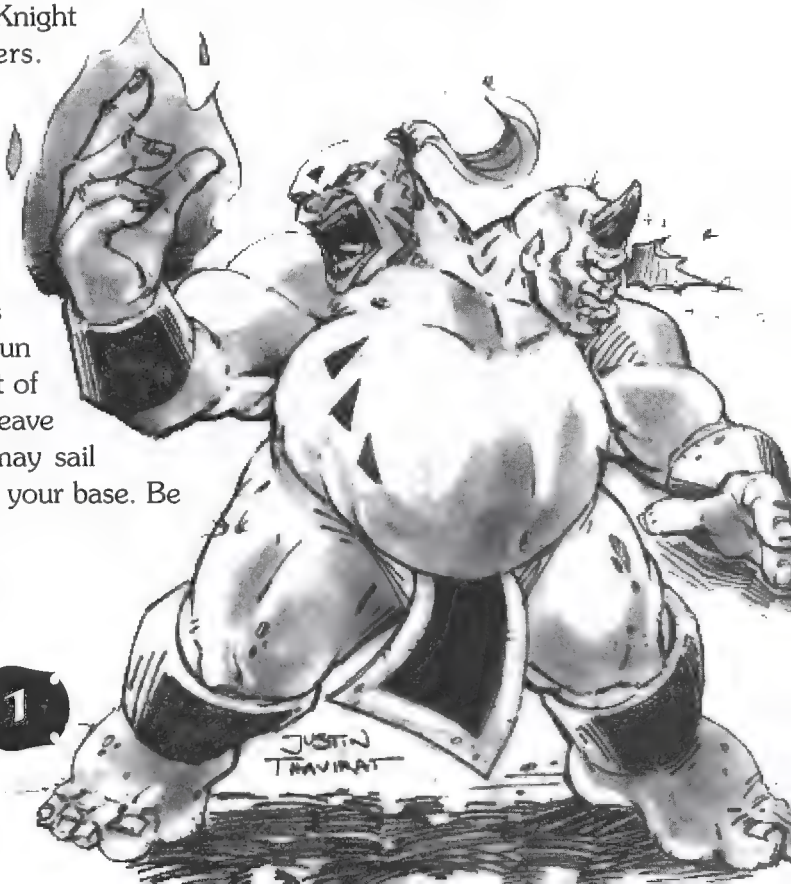


TAKE THESE GUYS OUT ASAP.

Towers near the Lumber Mill to stop the enemy troops. The Violet Clan is very tough, so constantly send reinforcements south. After your Heroes destroy the Green Clan, bring them south to aid the Orcs.

The Violet Clan attacks with Bloodlusted Ogre Magi and Death Knights. The decoy Tower trick works well here. When you get Ogre Magi, cast Runes in front of the Violet Clan base and use a Death Knight to cast Death and Decay on the Towers. Enemy troops will charge, hit the Runes, and die. If your new friends are taking a beating, use your Paladins to heal them.

When the Violet Clan runs out of gold, they try to take the Gold Mine to the south. If you build some defenses there, you can kill all their Peons. If you run out of gold, there's a Gold Mine southwest of your Fortress in the map's center. Never leave your base unguarded. The Violet Clan may sail their Transports along the river and attack your base. Be ready for their sneak attack.



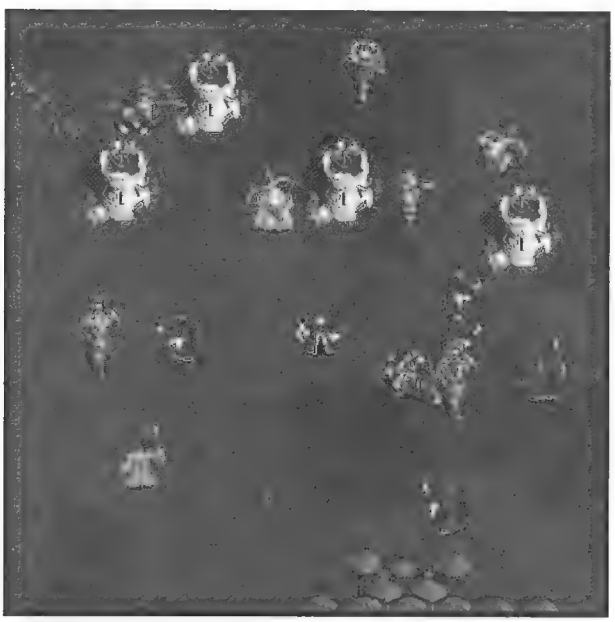
Mission Twelve: The Bitter Taste of Victory

Objectives: Use Khadgar to destroy the Great Portal. Khadgar must survive.

When you begin, everyone attacks your Castle. You can retreat all the way to the east, where you'll see Towers and walls. Move all your Peasants behind this blockade and start mining gold.

Look to your Heroes in the north-central map area. Have the Dwarves blast through the rock and move south, and then southeast to the safe area in the southeast map corner. Immediately upgrade your Knights to Paladins and start summoning Mages. Once you're behind your blockade, the enemy attacks. Have your troops at the front stand their ground while your Mages cast Blizzard on the enemy. Destroy any Catapults before they reach your base. As soon as everyone is organized, take the offensive.

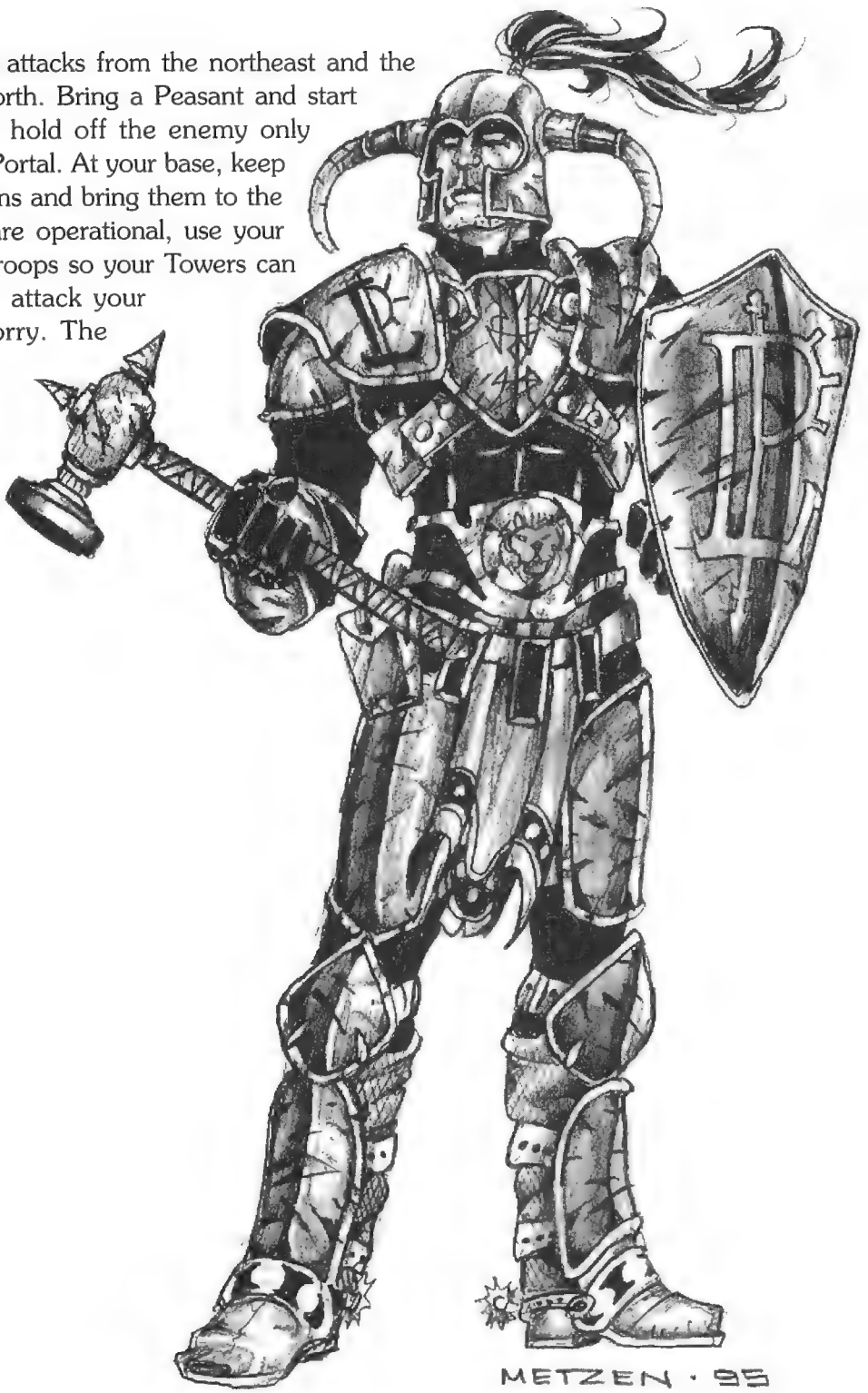
Attack the White Orc Clan to the west. Have Alleria shoot down the Towers and the rest of your troops smite the advancing enemy. Once the enemy Towers are out of the way, position Kurdran over the White Orcs' Gold Mine. Kill all the Peons. When the area is safe, have Khadgar attack the Portal with his Lightning Attack.



DEFEND THE PORTAL.

Soon the Red Orc Clan attacks from the northeast and the Black Orc Clan from the north. Bring a Peasant and start building Towers. You must hold off the enemy only while Khadgar destroys the Portal. At your base, keep producing Mages and Paladins and bring them to the Portal. Once your Towers are operational, use your Mages to Slow the enemy troops so your Towers can finish them off. If Dragons attack your base to the east, don't worry. The Portal will be destroyed before they find you.

When you complete this mission, you have bragging rights!



Chapter 3

Orc Campaign Levels

Tides of Darkness:
The Orc Campaign

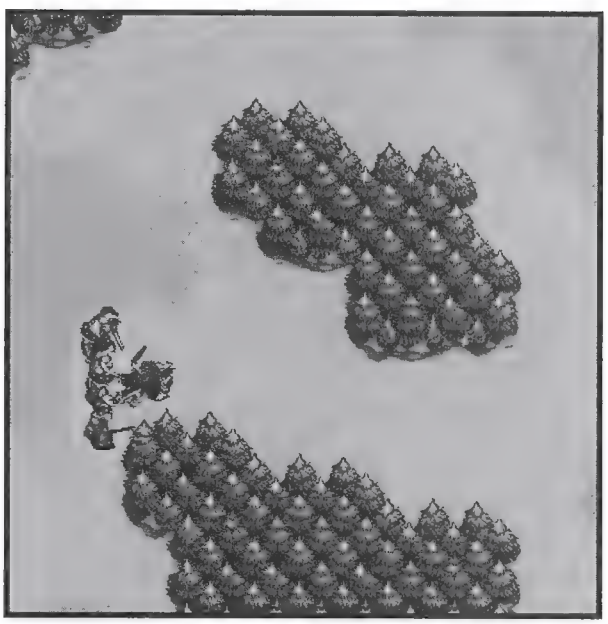
In the Orc campaign, you receive specific mission instructions, and advance to the next mission after you complete these objectives. You need not exterminate every last Human on the map, but it's fun.

Act I: Seas of Blood

Mission One: Zul'dare

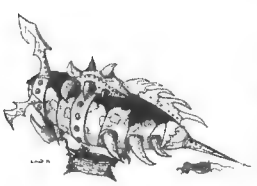
Objectives: Build four Farms and a Barracks.

You advance to the next level after you build four Farms and a Barracks. Use your Great Hall to produce more Peons to speed the process. The map holds four Human enemies. Group your three Grunts and hunt them down for sport.



SLAUGHTERING THE ENEMY IS GOOD, CLEAN, ORCISH FUN.

Things to Remember

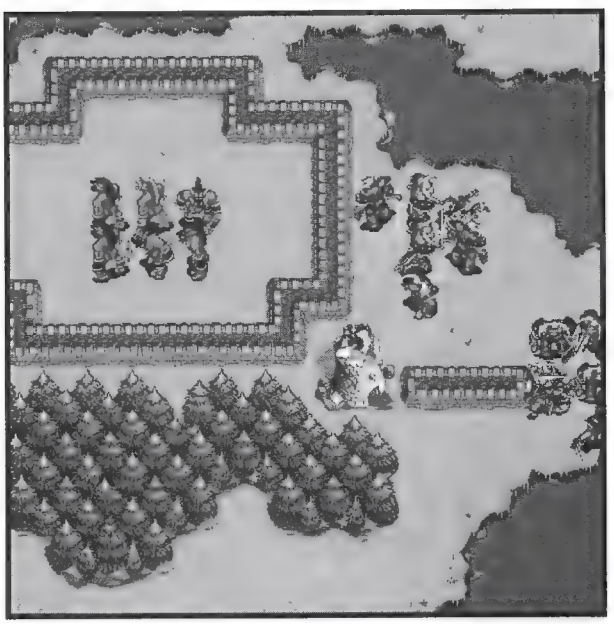


It's easier to kill Archers than Footmen because of their lack of armor.
A Pig Farm can produce enough food for approximately four units.
You can construct buildings faster by assigning a Peon to repair a unit currently being built.

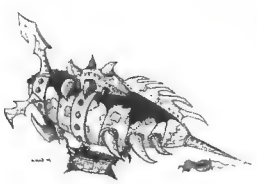
Mission Two: Raid at Hillsbrad

Objective: Rescue Zuljin and return him to the Circle of Power.

When you begin, take all nine of your Grunts and march them north. You'll meet little resistance. Find Zuljin and destroy the walls surrounding him. When one of your units touches him, you can control him and his men. Fight your way west and head south at the first fork in the road. March Zuljin to the Circle of Power, and your mission is complete.



WIPE OUT THIS BASE.



Things to Remember

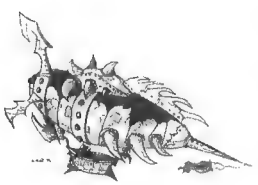
You can control up to nine troops at one time.
Listen for the tune that plays when you capture a building.
Trolls can throw axes over walls.

Mission Three: Southshore

Objectives: Build a Shipyard and four Oil Platforms.

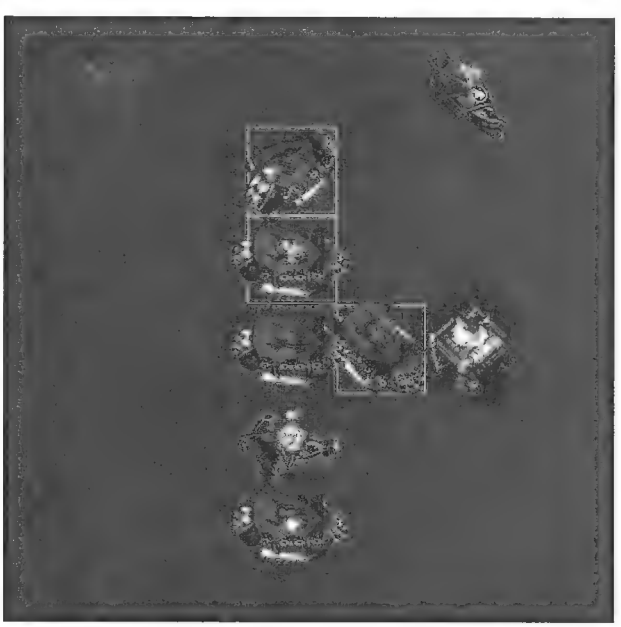
You begin on an island in the middle of the map. First build a Farm, more Peons, and a Lumber Mill. Sail your Destroyer around your island and hunt for Humans as you build. When you're gathering resources at a satisfactory rate, build your Shipyard close to the Oil Patch on the south side of your island. When your Shipyard is complete, build an Oil Tanker, send it to the Oil Patch, and build an Oil Platform.

Build a fleet of four or five Destroyers and hunt for the Humans to the north. After sending their navy to the bottom of the ocean, send your Oil Tanker to the map's other Oil Patches. One lies northwest, another northeast, and one directly north of your base. There's an enemy Oil Platform there already, so you must destroy it before you build. When you finish your final Oil Platform, the mission ends.



Things to Remember

A Lumber Mill increases lumber production by twenty five percent.
Troll Destroyers can attack units on shore.
Ships also require the use of food units.



DESTROY THE ENEMY'S OIL PLATFORM.

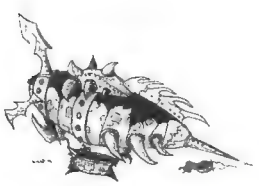
Mission Four: Assault on Hillsbrad

Objective: Destroy Hillsbrad and slaughter Alliance defenders.

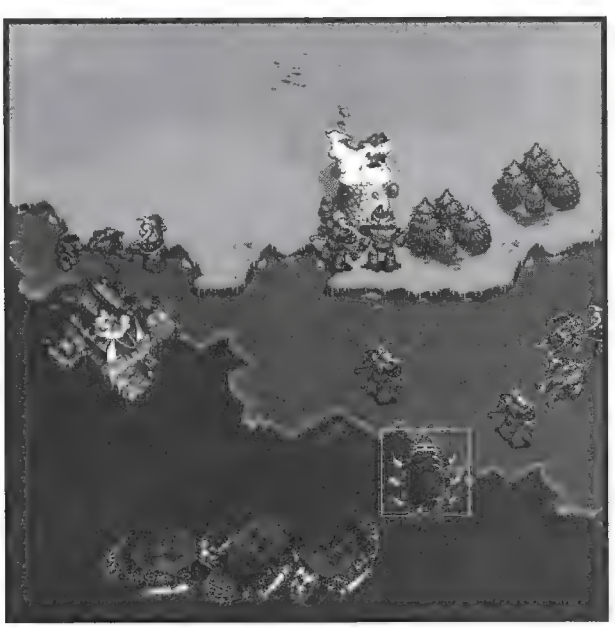
You begin on an island in the southeast. Your enemy begins in the northwest. First, build Farms and make more Peons. Then build a Lumber Mill and a Barracks. Small groups of enemy troops invade, so build some Guard Towers to protect yourself. When your base is fortified, build a Shipyard, an Oil Tanker, an Oil Platform, and a Foundry. Now you can produce your navy.

Create a force of six or seven Troll Destroyers and head to the enemy's Oil Platform in the north. Sink their Destroyers and attack their Oil Platform. Once you cut off their Oil supply, they can't produce any more ships. You'll probably find their Transports at the southern shore of their island. If you sink them, they can't invade your base. Once you control the seas, build two Transports and fill them with Grunts and one Peon. Send your troops to your enemy's island and slaughter its inhabitants.

Things to Remember



A Foundry allows you to upgrade your navy's guns and armor as well as build Transports and Battleships.
You should consider bringing along a Peon on a beach invasion to be able to build Barracks and Towers.



DESTROY THE BASE.

Act II: Khaz Modan

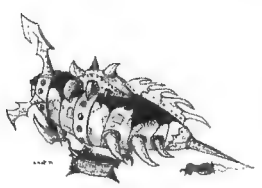
Mission Five: Tol Barad

Objectives: Retake Dun Modr and destroy Tol Barad.

You begin on the northern tip of Dun Modr. Take your forces and charge south to destroy Dun Modr as soon as possible. Don't bring your Peons into battle. If they die, you can't build. If you attack as one large horde, you'll have no trouble retaking Dun Modr.

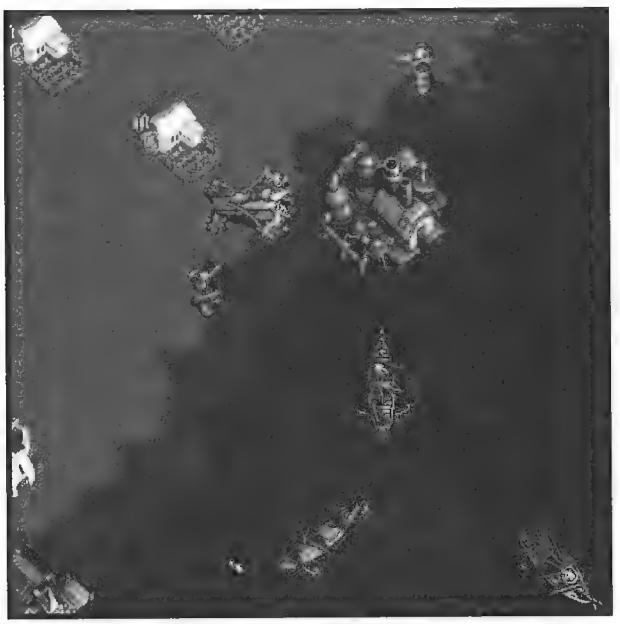
Fortify your base as in the previous mission. Build Farms, more Peons, a Barracks, Grunts, a Lumber Mill, and Guard Towers. The enemy will invade your island from the south and west, so build your defenses there. It's a good idea to scout the map with your Goblin Zeppelin. Once your island is secure, begin building a fleet of Destroyers.

Tol Barad lies to the south. Take out the enemy Oil Platform to prevent them from building a navy. Here's an easy way to sink their existing navy: Just east of their Oil Platform lies a small island. Transport Catapults and Trolls there. Use a Destroyer or a Troll to lure enemy Destroyers in range of the Catapults. You can sink most of their fleet that way. Use your Destroyers to sink the rest. As you fight, produce Grunts. When you sink their navy, invade their base with an army of Grunts. Take the Catapults from the small island to the east and use them in your invasion, as well. You'll overpower your enemies if you destroy their Towers and Barracks first. The mission ends once you've destroyed all enemy military units. (You needn't destroy their Flying Machine or Oil Tankers.)



Things to Remember

Building more than one Barracks (as well as Shipyard, etc.) allows you to produce twice as many units in the same amount of time.
The range of a is Catapult longer than a Destroyer.



A PEEK AT THE ENEMY BASE.

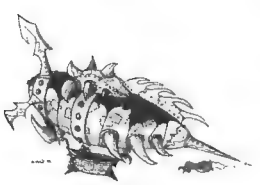
Mission Six: The Badlands

Objectives: Escort Cho'gall to the Circle of Power at Grim Batol.

You begin in the northwest corner of the map. The Circle of Power lies in the southeast corner. Groups of Human soldiers stand between you and the circle. In this mission you'll learn to use the Ogre spells. Try to use them all at least once.

This mission is very easy if you're patient and follow a few simple rules. Always scout ahead with the Eye of Kilrogg. When you see enemy troops, cast Bloodlust on your own troops and send them in to attack. You'll outnumber your opponents in all the battles you face in this mission. Remember, if Cho'gall dies, the mission is over, so always keep a few guards around him in case you're ambushed. If you're careful and head straight for the Circle of Power, you'll have no problem completing your mission.

Things to Remember



Bloodlust will not work on inanimate objects (like Catapults).
Runes do a significant amount of damage to enemy troops, but can also injure your own forces if your not careful.

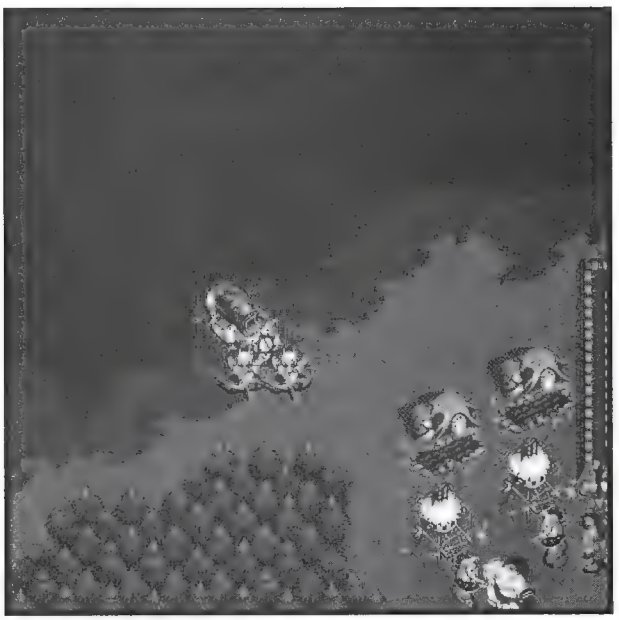
FIGHT AS ONE LARGE HORDE!

Mission Seven: The Fall of Stromgarde

Objectives: Recapture the Orc Transports and destroy Stromgarde.

You begin in the map's southeast corner. Your Transports lie just around the corner to the north, but they're guarded well. Move your Destroyers toward your position. You'll encounter two Elven Destroyers. Take out the rest of their troops with yours and board the Transports. An island with a Gold Mine exists to the northwest. A Guard Tower protects it, so you'll have to destroy that first. Once you take the island, start building your defenses.

To prevent a Peon traffic jam, destroy some walls south of the Gold Mine. Eventually small groups of enemy Archers and Footmen will invade from the south and the west. Fortify your island with Farms and a couple of Guard Towers. You'll also want to make a lot of Peons. Build an Ogre Mound and produce Ogres as soon as possible. Elven Destroyers may have crept up on the east side of your island, so build a Catapult. You can Rope-a-Dope the Destroyers with an Axethrower. Lure the Destroyers in range of your Catapult and sink them. When the coast is clear (no pun intended), build your Shipyard and approximately four Oil Tankers. Start collecting your oil. If you build a navy of nine Troll Destroyers, you'll control the seas. Use your Destroyers to seek out enemy Oil Platforms and other Destroyers.



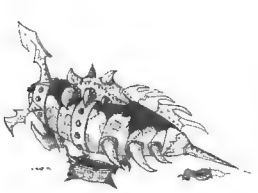
YOUR ENEMY WILL ATTACK HERE.

Once the enemy is sleeping with the fishes, load your Transports with Ogres and a Peon. Land them on the west side of your enemy's island. You should be able to land undetected.

Don't attack right away. Build a Barracks and some Cannon Towers near the Gold Mine. When you have a large force, attack. Destroy the Barracks and the Keep first. You can take them out easily.

The mission won't end until you destroy the Farms and the Towers on the other two little islands. When you accomplish this, your mission will be complete.

Things to Remember



If you build a Cannon Tower in the middle of an enemy base, it will open fire on all enemy units upon its completion.
If you leave one of your Oil Tankers on an Oil Patch, the enemy can't build an Oil Platform on it.

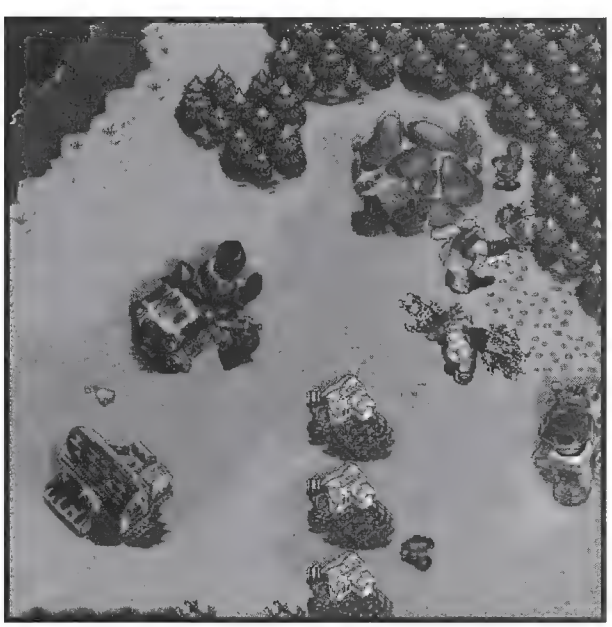
Act III: Quel'thalas

Mission Eight: The Runestone at Caer Darrow

Objectives: Destroy the Human Castle and secure the Runestone.

You begin your mission in the northwest corner. Both the Castle and the Runestone are on an island to the southeast. Build Farms and lots of Peons. If you walk across the ice bridge to the east, you'll notice another Gold Mine and some trees. Build your defenses there. The enemy has Submarines, so produce at least five Goblin Zeppelins. There's an Oil Patch south of your base in your bay. Move your ships, accompanied by a Goblin Zeppelin, to the mouth of the bay to the southwest and keep them there. This will prevent enemies from sneaking behind your defenses. When your island is secure, attack.

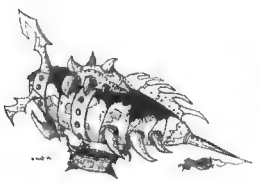
If you want to risk it, go after the enemy Gold Mine on the shore in the map's southeast corner. Load some Ogres and a Peon onto a Transport and land them on the northern tip of the enemy Gold Mine. Build a few Towers and upgrade them. As your Towers upgrade, build a Barracks. You can destroy the enemy base and prevent them from creating any more units.



DEFEND THIS GOLD MINE ON YOUR ENEMY'S ISLAND.

Now you can concentrate solely on your objectives. Build a Foundry, upgrade your ships, and produce eight Juggernaughts. Send them with one Zeppelin to the northern tip of the enemy's island and start bombing. Your Juggernaughts can destroy most of the enemy troops. After you pound the Human forces into oblivion, bring a Transport to the island. If you touch the Runestone, the mission is over (even if Humans still occupy the island). Now, with the powers Runestone, you have Ogre Magi at your disposal.

Things to Remember



If you command your ship to fire on an attacking submarine, nothing will happen; but if you command the same ship to Attack Ground at the point where the Sub's shells emerge from the water, the submarine will take damage until it's sunk.

Mission Nine: The Razing of Tyr's Hand

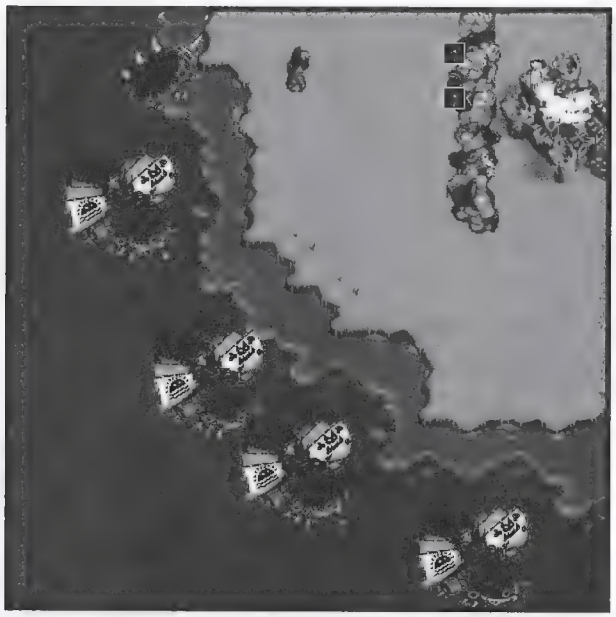
Objectives: Build a Fortress and a Shipyard on the island at the mouth of Tyr's Bay.

This mission resembles the previous one, but it's more difficult. You begin on an island in the southwest. Your enemy's base lies in the northeast. As usual, you'll need lots of Peons. Your enemy will land troops all over your island, especially in the north. Create Ogres and upgrade them to Ogre Magi with your Altar of Storms as soon as possible so you can defend against these attacks. Because the enemy has Submarines, you must make Zeppelins. Scout as much map as you can with these. You must build a powerful armada of Juggernaughts, as well.

Once you have a fleet, you must destroy your enemy's Oil Refinery and Transports quickly. Leave two Juggernaughts and a Zeppelin to guard the Oil Patch. Bombard the enemy's northernmost coast (not the island) with your Juggernaughts. When you can safely land a Transport, send some Ogre Magi and a Peon there. Build a Barracks and produce Catapults. Leave a path of destruction until you reach the enemy Gold Mine in the map's northeastern corner. After you cut off their Gold supply, bombard the island with your Juggernaughts.

Use the Rope-a-Dope with a Transport: Unload one unit on the island and enemy troops will come into range of your Juggernaughts. Before they can reach the bait, put your unit back on the Transport and move the Transport away from

shore. When the island is safe, build your Shipyard and a Great Hall. You must upgrade the Hall until it's a Fortress.



INVADE THE BEACH AT THIS SPOT.

Things to Remember

Only opponents with a ranged attack will engage your docking Transports. Enemies (like Footmen) will not attack until the Transports release their troops.

Cannon Towers can hit slow moving ships—The slower the ship, the easier it is to hit. Even close misses will cause some proximity damage.

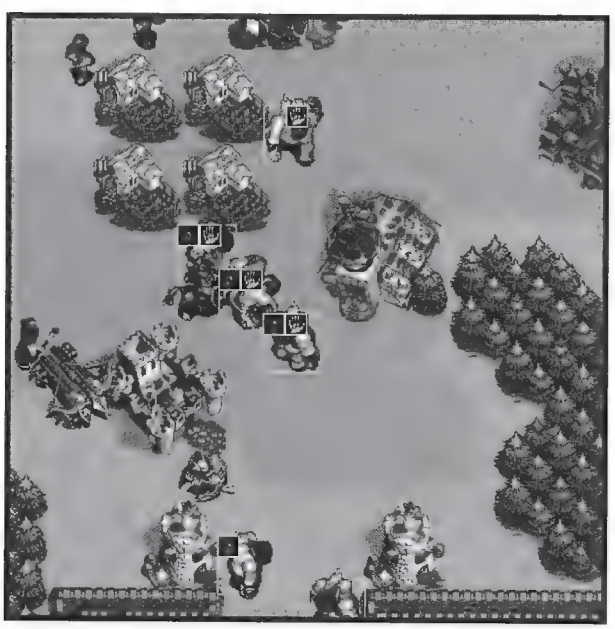
Mission Ten: The Destruction of Stratholme

Objective: Destroy the Oil Platforms, the Refineries, and Stratholme.

This mission is very difficult in the beginning. You start at the map's southeast corner. Have your Goblin Sappers blast a hole through the rock. You'll encounter a few Footmen on the other side. If you attack as a large group, you'll defeat them. Notice the Gold Mine. Don't build a Great Hall yet. Proceed northwest and

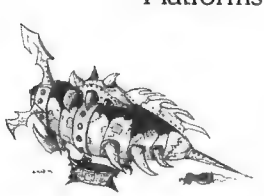
find another Gold Mine guarded by four Humans. Defeat them and build your Great Hall there. Build Farms in a line and use them as walls. Build Guard Towers on your side Farms. The Humans repeatedly send Knights to attack. You can use your Goblin Sappers to destroy one Cannon Tower, or the troops in front of the gates.

This is the most difficult part of the map. Keep producing Peons and try to build an Ogre Mound. When you can keep the Humans at bay, create your Fortress, your Altar of Storms, and learn the Ogre Magi spells. If the Humans leave their front gate unguarded, send an Ogre into the base and past the Cannon Towers. Keep moving him north until he's out of Tower range. You'll see an undefended Gold Mine. Kill all the Peasants there.



ATTACK ALL THE PEASANTS AT THIS GOLD MINE.

After you cut off the enemy gold supply, the mission gets easier. If you haven't done so, build a Great Hall by the Gold Mine you passed earlier in the mission. Produce Catapults and Ogre Magi and destroy Stratholme. You can destroy most Human ships with Catapults from shore, as well. Use the remaining gold and lumber to build a navy. Four Juggernaughts will suffice. Use them to destroy the Oil Platforms and the mission is over.



Things to Remember

You can cast Runes on water causing enemy ships (and yours if you're not careful) considerable damage.

Mission Eleven: The Dead Rise as Quel'thalas Falls

Objectives: Destroy the Elven Stronghold.

This is a very tough mission. As you begin, your base is under attack. You must create Peons rapidly and raise your defenses. The enemy attacks from the opening in the northwest. Mass an army of Ogres as soon as possible. Your Death Knights have only Death Coil and Raise Dead spells, so they're useful only for creating Skeletons. Large groups of Ballistas, Paladins, Archers, and Mages attack constantly in this level. Paladins will hunt down your Death Knights and cast Exorcism. Keep them away from the front lines. After a battle, send in your Death Knights to turn the corpses into Skeletons and use them as your front line of defense. (The Paladins usually waste their Exorcism spell on them.)

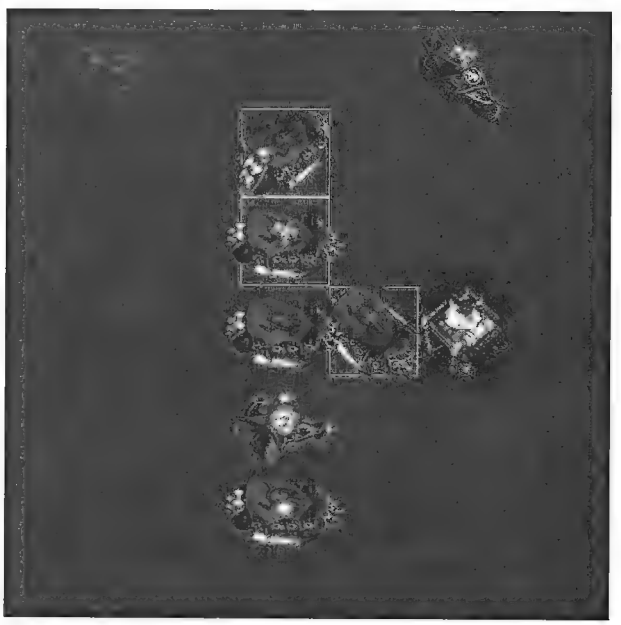
When you have Ogre Magi, send them through the opening northwest of your base and move them south between the two horizontal patches of trees. All the invaders attack through this opening. If you build a few Towers and defend them with Ogre Magi, you can hold them off. Enemy troops travel the same path to reach you, so you can cast Runes on the ground in front of your Towers. When you hear the enemy troops explode, you'll know they're attacking. Bring a Peon to repair the Towers and a Death Knight to raise the dead, as well.

Another Gold Mine lies south of the southeastern entrance to your base. Mine it before your other Gold Mine runs out. There's a third Gold Mine at the map's southeastern corner. Build a Great Hall and a Barracks there. (Use this Barracks for your offensive.)

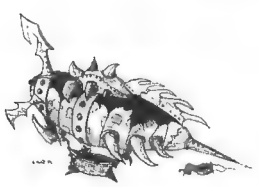
When you have a Great Hall at the southeastern Gold Mine, build a strike force of Ogre Magi, a Catapult, and a Death Knight. Use the Eye of Kilrogg to scout the area to the west. You'll discover a very large Gold Mine near the enemy's Castle. Only a few troops, Ballistas, and Towers defend this path. Use your Catapults to take out the Towers. Use your Runes spell to destroy advancing enemy troops and your Death Knights to create Skeletons. When you reach the enemy Gold Mine, cast Runes on the ground in front of it and kill the Peasants. You can also build Guard Towers on your side's Gold Mine. The Towers will pick off the Peasants, and you can turn them into Skeletons.

Eventually, your enemy will run out of gold and the base will be yours for the taking. You'll encounter a few Paladins, many Rangers, and many Guard Towers. Use your Catapults to level the Towers and your Bloodlusted Ogre Magi to vanquish the Rangers.

Good luck!



BEYOND THESE FEEBLE DEFENSES LIES THE KEY TO VICTORY.



Things to Remember

Death Coil will not work on Ballistas.
The Death Coil spell will kill Mages and Peasants instantly.
The Haste spell affects Catapults.

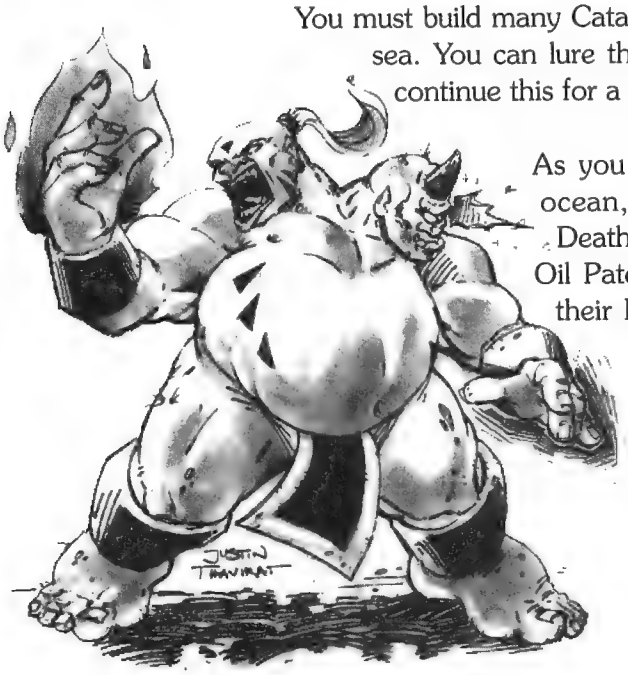
Act IV: The Tides of Darkness

Mission Twelve: The Tomb of Sargeras

Objective: Destroy the Stormreaver and Twilight's Hammer clans.

Get ready for a very long battle. You begin on an island in the southwest. Three islands lie northeast. Two Ogres inhabit the southernmost. The other two are guarded and have Gold Mines. Load your troops on your Transports and escort them with your navy and your Zeppelin to the middle island. Wipe out the enemy and take the island. Load your troops back onto the Transports and proceed to the northernmost island. Have your Juggernaught destroy the Cannon Tower and your troops finish off the rest of the enemy. You now have two islands—and two Gold Mines.

On the first island you took, build a Great Hall and start mining gold. You must also harvest lumber. Don't cut paths through the trees. Instead, dig out the middle forest so it looks like an upside-down U. Use this to get your Catapults closer to the seas without opening up your defenses to the enemy. Load a couple of Peons onto a Transport and go to the other island. Build a Lumber Mill and a Barracks. Use the first island to mine gold and the second to get lumber, for now.



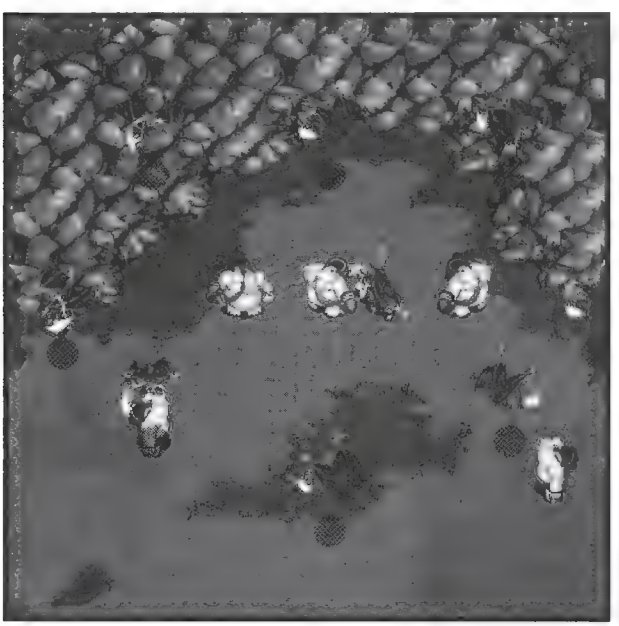
You must build many Catapults. The enemy will try to bombard you from the sea. You can lure their ships close to shore and sink them. (Expect to continue this for a very long time.)

As you introduce the enemy navy to the bottom of the ocean, upgrade your base to produce Ogre Magi and Death Knights. Eventually, the enemy will try to take the Oil Patch north of your second island. You can bombard their Platform with the Catapults and sink their Tankers with the Runes spell. When they stop trying to build an Oil Platform, you'll know they're out of Lumber.

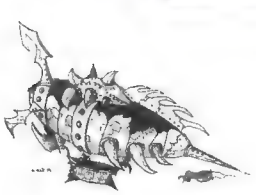
Now you can attack.

Start your navy and take the Oil Patch in the map's southeast corner. When you have three Juggernaughts, make two Transports, and load them with several Goblin Sappers to blast through the rock. Bring a mix of Ogre Magi and Death Knights. Use your Death Coil spell and Bloodlusted Death Knights to eliminate the Daemons, and Bloodlusted Ogre Magi to slay the Ogres. Once you control the center, send some Catapults to their island and bomb all the troops from the center. They'll try to charge through the rock and will die trying.

When you've destroyed everything, you win. This will take awhile, and you'll probably have to do a little Sub hunting.



YOUR FINAL TARGET.



Things to Remember

Whirlwind spells can also hurt your own troops if they get in the way.
Enemy Oil Tankers are't smart enough to avoid Runes in the water.

Mission Thirteen: The Siege of Dalara

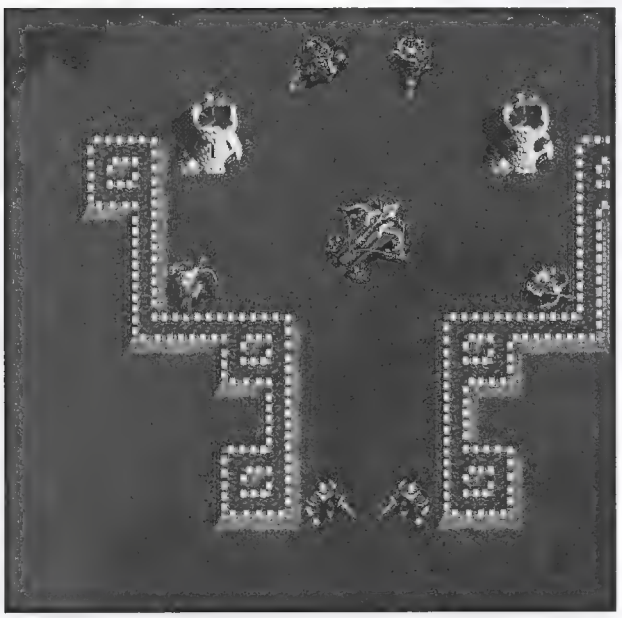
Objective: Destroy Dalaran and the Alliance defenders.

In this mission, Dalaran lies on a huge peninsula. You begin in the map's northwest corner. Fight your way south and capture the Gold Mine. The enemy will attack you only with Gryphon Riders, so concentrate on Guard Towers and Axethrowers.

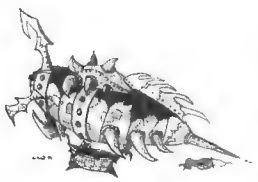
Build a base and attack the entrance to the peninsula. There are two Guard Towers, a Ballista, and some troops. After you secure the area, move some Peons and Axethrowers to the Gold Mine in the map's southeast corner. As long as you have defenses against Gryphon Riders, you can't lose.

When you hear the enemy's Gold Mine collapse, attack. Don't waste your time building a navy. Hit them from land and air and you'll have it made. Watch out for their Paladins. They'll head straight for your Death Knights to cast Exorcism.

The rest of the mission has you exterminating the Alliance. At the end, you'll probably have to go Sub hunting.



WIPE OUT THIS AREA AND REPLACE IT WITH YOUR OWN TOWERS.



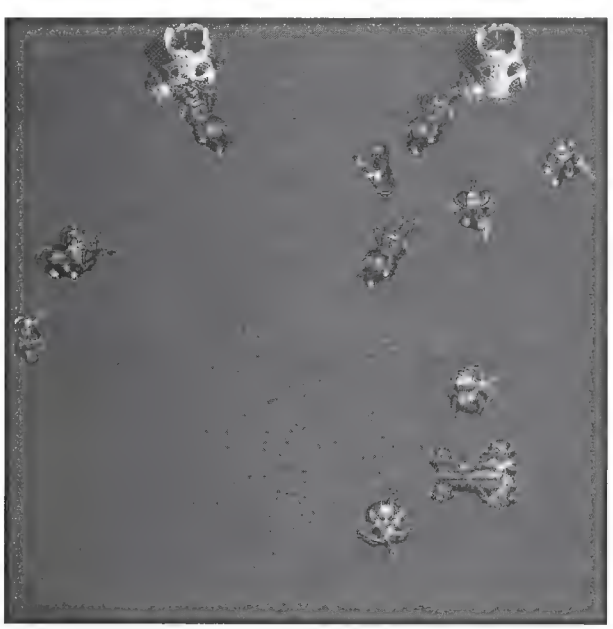
Things to Remember

You can see Subs with the Eye of Kilrogg.
Unholy Armor takes half of the targeted units remaining hit points and makes that unit temporarily invincible.
Death and Decay will affect buildings.

Mission Fourteen: The Fall of Lordaeron

Objective: Destroy all you behold in the name of the Horde!

You begin on two islands in the south. On your western island, start building your defenses. Paladins invade from the northwest. Three Guard Towers protected by a Cannon Tower do the trick. Keep a Peon standing by to repair your Towers during attacks. On your eastern island, build your Lumber Mill. Mine your gold in the west and harvest your lumber in the east. A large group of Humans dwells in the middle-eastern island. Don't attack them until you have Dragons. The Alliance constantly sends Gryphon Riders against both your islands. It's important to upgrade your Axethrowers. Build Guard Towers and a Barracks on your eastern island, as well, to defend against air attacks.



TAKE OUT THESE GUYS WHEN YOU GET DRAGONS.

When your defenses are ready, concentrate on wiping the Humans off the face of the map. First, send Bloodlusted Dragons to rid your eastern islands of Humans there. Start massing troops, and start building a Shipyard near the Oil Patch between the islands. Guard it with Cannon Towers. They'll spot enemy Subs.

Attack enemy ships with Hastened-Bloodlusted Dragons. After you destroy their fleet, invade their beaches. Bring Peons and build Towers for the Rope-a-Dope. Build a Barracks, too. After establishing your presence on their island, hit them with air strikes, as well. You'll have no problem once you invade their island.

This is your "Final Exam."

Beyond the Dark Portal: The Orc Campaign

As in the Human Campaign, you receive Heroes integral to the story to aid you in your quest. The Heroes of the Horde are extremely tough; however, if they die during a mission, you can't complete it. Let's meet the Orcish Horde's Legends.

Grom Hellscream: Grom is a chieftain of the Warsong Clan. He's incredibly strong in hand-to-hand.

Kargath Bladefist: As a rite of passage, members of the Shattered Hand Clan must replace their left hand with a blade when they enter adulthood. Kargath, armed with a razor-sharp scythe in place of his left hand, is the chieftain of the Shattered Hand Clan.

Teron Gorefiend: Teron Gorefiend is an ancient spirit who inhabits the rotting body of a fallen Knight of Azeroth. He's the mightiest of all Death Knights, and his presence alone strikes fear into the hearts of his foes.

Dentarg: Dentarg is the Shadowmoon Clan's most powerful Ogre Mage and a force to reckon with on the battlefield. His powerful spells have sent hundreds to their graves, only to be resurrected as undead slaves of the clan's Death Knights.

Deathwing: Deathwing is the mightiest of all Dragons. Fitted with steel armor by Goblin Alchemists, Deathwing can resist almost all projectile attacks. He leads a group of renegade Dragons. Deathwing has the power to destroy an entire village alone.

Act I: Draenor, the Red World

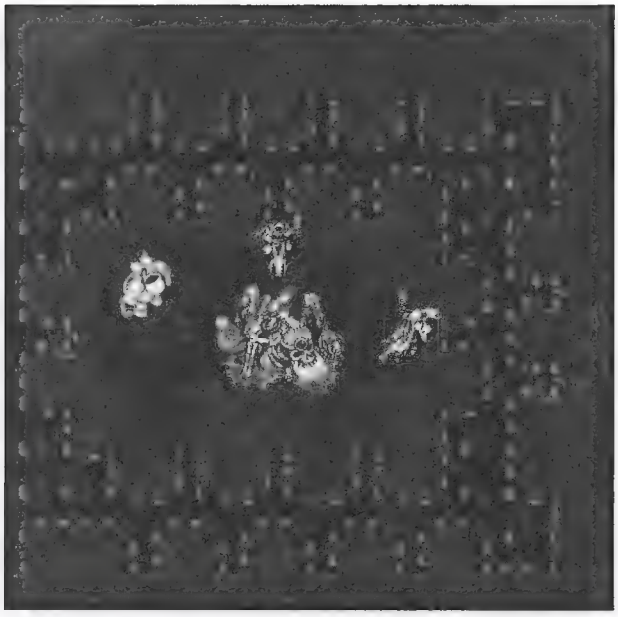
Mission One: Slayer Shadowmoon

Objectives: Destroy the Death Knights and their Temple. Grom Hellscream must survive.

In this mission, you begin with a small group of units lead by a Death Knight. You must proceed through the forest and destroy a Temple of the Damned in the northwest. Your Death Knight has the farthest range of sight and his Death Coil spell enables him to regain lost Hit Points, so have him lead your assault team. If you try to rush through this forest, you'll become a permanent resident. Take your time. To play it extra safe, move forward only when your Death Knight's Spell Points are at least 200. If you run into trouble, cast two Death Coils on your adversaries and send them to an early grave.

Throughout the level, you'll find imprisoned Orcs who will join you if you rescue them. You need all the help you can get: Numerous enemy units guard the road to the Temple.

If you proceed west from the starting point, you'll find two Grunts and three Trolls. If you head northwest, you can rescue the legendary Grom Hellscream. North of Grom lie a Lumber Mill, two Guard Towers, and a Troll. You can use the Lumber Mill to upgrade your Trolls. Go north to find three more Trolls and one Goblin Sapper. You'll need the Sapper to blast through enemy defenses, so keep him away from the front lines. After you rescue the Sapper, head east. A large group of enemy units ambushes you. Charge in and let them have it. After the battle, go northeast to find three Trolls and three Ogres. The Temple lies to the west. A small army of Skeletons, three Death Knights, and an Ogre guards it.



YOUR FINAL TARGET.

When you attack the Temple, use the Rope-a-Dope on the Skeletons and let them charge into your Axethrowers. Send two or three troops toward the Temple as fodder. Enemy Death Knights will waste their Death Coils on them. Have the rest of your force attack after the Death Knights exhaust their Spell Points. Have the Sapper blow up the wall surrounding the Temple and attack. Your Axethrowers should keep the Skeletons at bay while the rest of your party destroys the Temple. After you level the Temple, your mission is accomplished.

Mission Two: The Skull of Gul'dan

Objectives: Recruit the Thunderlords (Violet). Destroy the Bonechewers (Green). Rescue the Shattered Hand (White). Keep your Heroes alive.

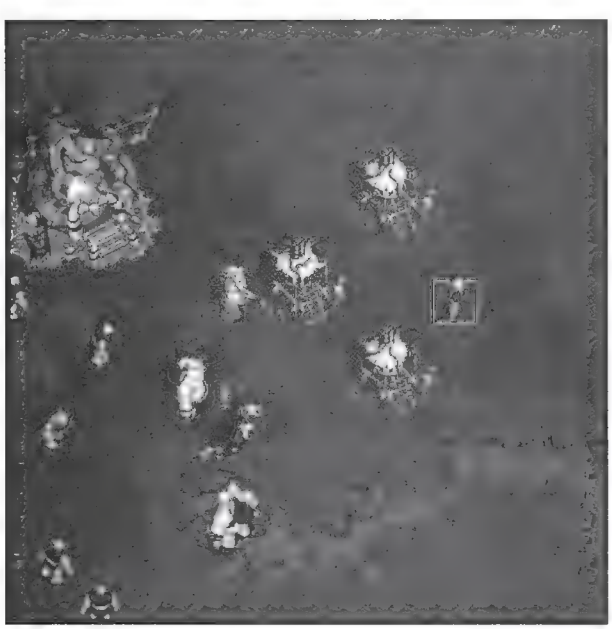
You begin this mission in the map's northwest corner with Dentarg and a Grunt. If you travel southwest, Korgath Bladefist joins you. Upgrade your troops with the Blacksmith. Continue south to find a Lumber Mill and some Trolls.

Take your entire group to the map's southwest corner. Touch the Great Hall to gain control of the base. Resources are limited, so you must get the most from each unit. Upgrade your Towers to Cannon Towers and build a new Lumber Mill

and a Blacksmith inside the base so you can defend everything you own. Upgrade your units until you have Death Knights and Ogre Magi. Research Raise Dead and Death and Decay for your Death Knights, and Runes and Bloodlust for your Ogre Magi. Now you're ready to destroy those green-skinned traitors.

Your enemy constantly attacks you with one wimpy unit at a time. This continues for days unless you put a stop to it. When your southern Gold Mine runs out of gold, bring some Peons, two Ogre Magi, and a Death Knight north to the Gold Mine you passed when you found Korgath. Build three Towers—two Guard Towers with a Cannon Tower for cover. When the enemy attacks, you can blow them to bits. Lucky for you, Death Knights like to recycle. Raise your opponent's remains and have him guard your Towers. Continue this pattern until you have a group of Skeletons. The Green Clan will never reach your Gold Mine.

It's time to put them out of their misery. Send a group of Death Knights from your base to the east. Towers and Ogres guard a land bridge. Cast Death Coil on the Ogres and Death and Decay on the Towers. Eventually you'll reach the enemy base. When you find their Gold Mine, destroy all the Towers in the area. After destroying enemy defenses, kill the Peons as they emerge from the Gold Mine. When they run out of Peons, destroy their worthless base. Now they know the power of the Death Knights!



USE TOWERS TO DEFEND THE GOLD MINE.

Mission Three: Thunderlord and Bonechewer

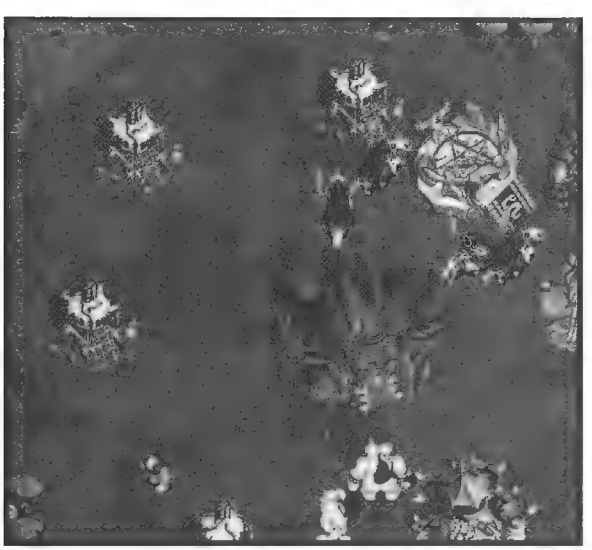
Objectives: Destroy the Thunderlord Clan (Violet) and the Bonechewer Clan (Green).

You begin in the map's center, completely surrounded by enemy troops. Begin by building a Lumber Mill southeast of your base near the trees. The Violet Clan attacks from the north and the Green Clan from the southwest.

To complete this mission, you must build a powerful base in a small area. The troops surrounding your base won't advance unless they see you. The other two clans attack periodically with Grunts, Trolls, and an occasional Catapult. Upgrade your Towers to Guard Towers as soon as possible. Don't waste your time making Grunts. Let the Towers pick off advancing foes. Just make sure your Peons can repair them.

Get Ogres as soon as possible and promote them to Ogre Magi. The enemy will attack your Peons from the north. Build two Cannon Towers—one inside your base to protect the Guard Towers and the other near your Gold Mine to protect your Peons. Make sure the Cannon Tower in the middle of your base covers the northern Cannon Tower.

Create Death Knights and teach them Raise Dead as soon as possible. Skeletons make the best sentries.



BUILD A COMPACT BASE.

This sounds difficult, but when you can mass a strike force, head to the map's northeast corner. A few Ogre Magi and a Death Knight can dispose of the guards at the Gold Mine. When your central Gold Mine runs out, build a Great Hall near the Gold Mine in the northeast corner. Build a Barracks, as well, so you can defend it. You'll be attacked periodically. When you can amass a second strike force (at the northeastern base), take them to the southeast corner map and eliminate the guards. Use your troops in the center of the base to Rope-a-Dope the enemies into Runes spells or your Cannon Towers. Enemy Gold Mines will collapse and their Peons will head for your Gold Mines. Run them through the gauntlet and raise their corpses.

When your northeast Gold Mine collapses, set up a small base in the map's southeast corner. Use the rest of your resources to terminate your enemies. Ogres can't heal, so avoid direct combat. Use your powerful spells to eliminate the other clans. You gotta love those Death Knights.

Act II: The Burning of Azeroth

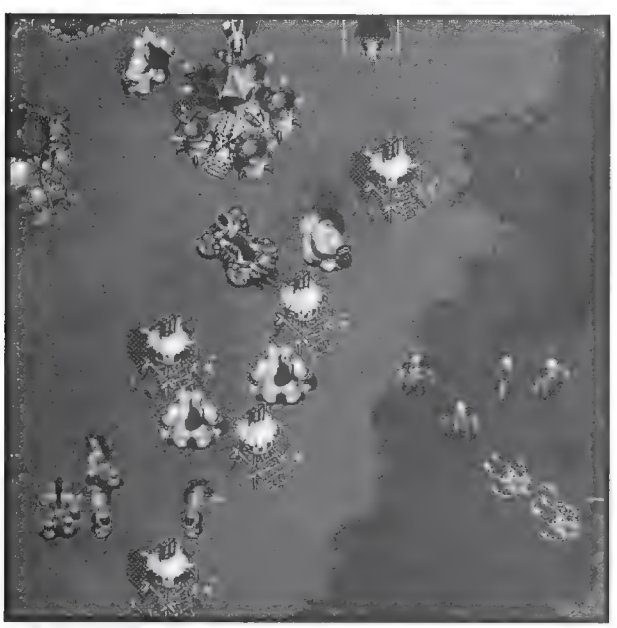
Mission Four: The Rift Awakened

Objectives: Destroy the Humans. Teron must survive.

In this mission, your forces begin in the map's northeast corner. You face three Human settlements. Your Goblin Zeppelin already has spotted the weakest of the three. Move your forces west and eliminate them. As you finish them off, begin building your base.

There are no Gryphon Riders in this level, so Cannon Towers are the preferred line of defense. As you build your base, keep in mind that Humans have a huge Fortress in the map's center. They'll attack from the southeast. There's also a small Human settlement to the south.

Once you complete your base, amass a strike force. By this time, your enemies should have Paladins. They'll all try to cast Exorcism on Teron. Keep him as far from the front lines as possible. The last thing you want is to lose the mission because three Paladins exorcised Teron.



DEFEND YOUR BASE AGAINST INVADERS.

When you have a strike force, take the Gold Mine south of your base. Build Cannon Towers to stop the advancing Humans. Once you're fortified, turn the Violet settlement to the south into a ghost town. When the Blue Humans run out of gold, they'll send their Peasants to a Gold Mine in the southeast corner map. They won't protect their Peasants very well. Send a strike force to eliminate their Peasants and cut them off from their gold. Once they're out of gold, you can toy with them.

Mission Five: Dragons of Black Rock Spire

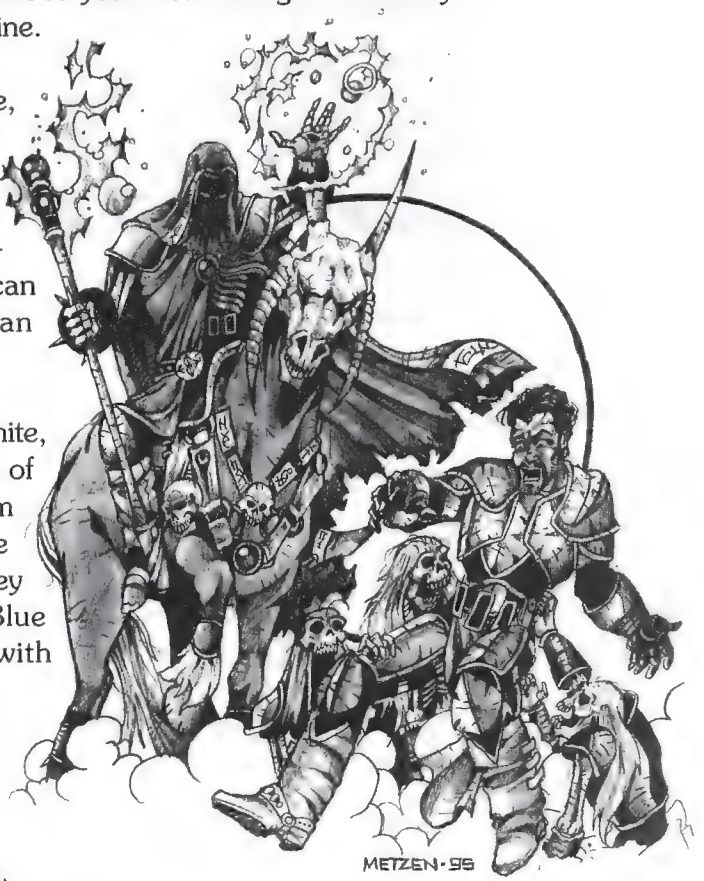
Objectives: Capture as many Dragons as possible. Capture the Dragon Roost.

You begin with a strike force in the southwest corner. Begin building a base as quickly as possible. Ground units attack from the north and east and Gryphon Riders from the north. The Gryphon Riders attack in pairs, so build a lot of Guard Towers in the northern portion of your base. Just when you can keep the Gryphon Riders at bay, large forces of Knights and Ballistas attack from the east. Some Cannon Towers will help defend your Guard Towers from invaders. Always keep a few Ogres near the Towers in case the Humans send Ballistas.

When your Gold Mine runs low, overtake the Gold Mine just north of your base. Have your Death Knight cast Death Coil on the enemy troops and retreat. The troops will run into range of your Towers. Use your Death Knight to destroy the enemy Guard Towers and take the Gold Mine.

After you capture the northern Gold Mine, build Guard Towers immediately and send some Troll Berserkers to defend it from the Gryphons. It's also wise to send some Ogres to Bloodlust your Trolls. Researching Regeneration for your Trolls is a must. Once you can successfully defend the Gold Mine you can change the tide of battle.

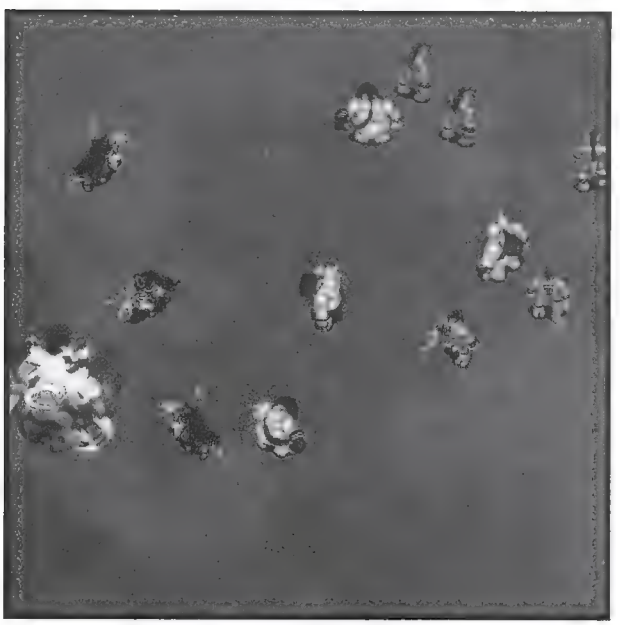
Reach into your bag of dirty tricks and ignite, but don't destroy, one Human Farm northwest of the Gold Mine. All the Human Peasants from the Blue army will try to repair it, and become fodder for your Trolls and Towers. When they stop sending Peasants, you'll know the Blue Humans are out of gold. Proceed north with another strike force.



Notice the Violet Human settlement. They're out of gold by now, and are sending Peasants northeast to get more. Use Death Knights to destroy the Towers and Bloodlusted Ogre Magi to destroy the buildings. When you're close enough to the Peasants, start picking them off.

Now both your enemies should be out of gold and Peasants. Have your forces travel to the map's northeast corner and free the Dragons.

The rest of this level consists of stomping on Human corpses. The Orcish Horde will eat well tonight!



PREVENT THE HUMAN FROM GATHERING GOLD IN THE NORTHWEST.

Mission Six: New Stormwind

Objective: Destroy everything. Teron must survive.

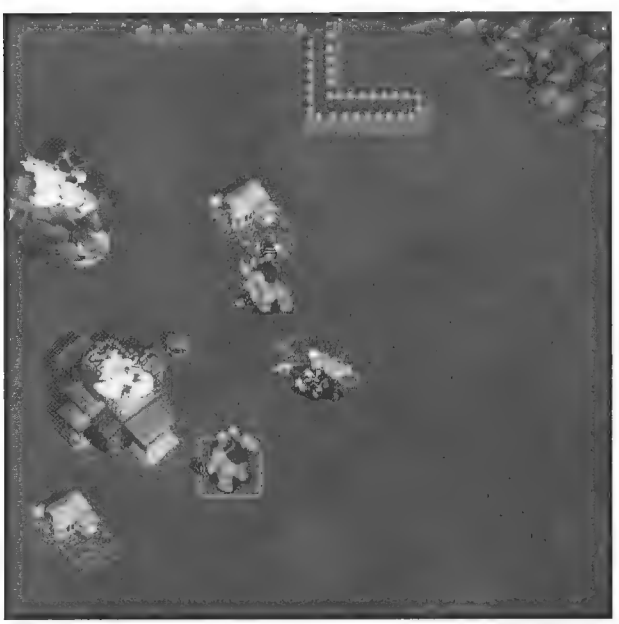
You begin in the map's southeast corner with a force of respectable size. There are two Human settlements on the map. A large base lies in the northwest. They'll send everything at you. From the southwest corner, a small settlement sends Gryphon Riders. Rock surrounds this Fortress, so you can't attack it right away.

In this mission, gold is the key. When you begin, immediately upgrade your buildings and build lots of Guard Towers. Gryphon Riders attack constantly, so rely on packs of Bloodlusted Trolls to defend you.

A large Gold Mine lies northwest of your base on the east side of the lake. A few Human troops guard it. Attack the Gold Mine and set up a Great Hall and some Guard Towers early in the game. Once you occupy this Gold Mine, the Humans attack your base less often. Build more Guard Towers, and keep packs of Bloodlusted Axethrowers everywhere.

You can gain an advantage by destroying the Violet settlement in the southwest. Send two Goblin Sappers, a few Death Knights, some Ogre Magi, and some Trolls. Have your Death Knight cast Death and Decay on the Ballistas. The other troops will run toward the wall. Have your remaining Death Knights destroy them. When all the troops are dead, blast through the rock with the Goblin Sappers. Immediately raid the base and destroy the Town Hall and the Peasants. Some Gryphon Riders attack, so keep your Trolls ready.

After a while, Paladins attack from the Blue Fortress. If you can hold them off, you can eventually take this Gold Mine and you'll have all the gold. Once you control all the Gold Mines, hit the Fortress in the northwest with everything you've got.



AFTER YOU BLAST THROUGH THE ROCK, TAKE THE ENEMY OUT.

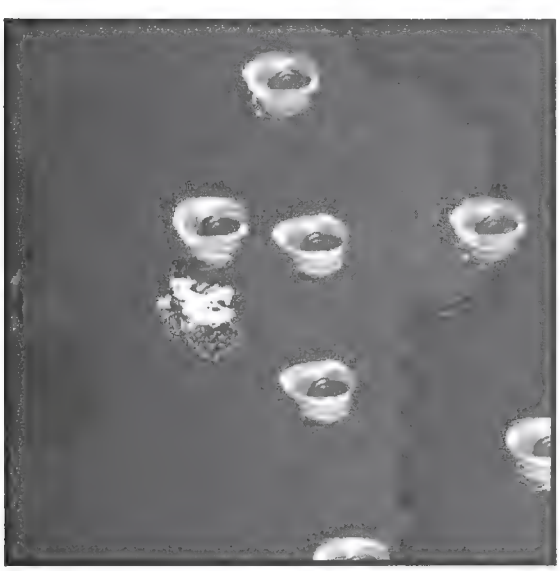
Act III: The Great Sea

Mission Seven: The Seas of Azeroth

Objectives: Build five Shipyards. Destroy all enemy ships.

You begin on the eastern shore. Groups of Blue army troops wait to the north and south, so take care that your Peons don't stray north or south when they build. Build many Peons right from the beginning and upgrade as quickly as possible. Gryphon Riders attack from all directions throughout the level. The Blue army sends Footmen, Knights, Archers, and Ballistas from the south. If your Guard Towers and Cannon Towers are situated properly, the enemy will never penetrate your defenses.

Keep groups of Trolls north and west of your base. If a Gryphon attacks, Bloodlust your Trolls and shoot it down. Eventually, the Humans to the south run out of gold. You needn't destroy them to complete the mission, but it's fun. When you know they're out of gold, send a few troops south and wipe out all the soldiers. Leave the buildings, if you're feeling generous.



USE WHIRLWINDS TO CLEAR THE ISLAND.

At this time, your Gold Mine also will be running low on gold, but you should have a surplus in inventory. Send your Death Knights to the shore and cast Whirlwinds on the east side of the island. If one of your Whirlwinds hits a Farm, most enemy troops rush to the shore only to be swept away by more Whirlwinds.

After softening up the enemy, send a few Bloodlusted Dragons to clear the island's defenses. Enough Dragons can take out the entire island. If you can't level its defenses, send a Transport with Death Knights and Ogre Magi to remove all traces of Humanity.

Once you have the island, build a Great Hall and defend it with Trolls. You now have an enormous supply of gold at your fingertips. Start building Shipyards and drilling for oil. When you amass a navy and an air force, destroy all enemy ships. When the enemy navy is destroyed and you've completed your fifth Shipyard, you win. You may have to hunt for Submarines with your Dragons and Eyes of Kilrogg.

The enemy has many ships, so this may take time, but have fun with it.

Mission Eight: Assault on Kul Tiras

Objectives: Destroy the armada of Kul Tiras. Destroy Kul Tiras.

You begin on a tiny island in the southeast corner. Immediately move your fleet west. Think of it as a gold rush. Land in the map's southwest corner.

The beginning of this level is the toughest. Everything attacks you. Capture the Farms on the island and move your troops north to the land bridge. Set up your defenses here. Use the land bridge as a bottleneck and destroy your enemies as they cross. Mages attack your Towers, so the Decoy Tower trick works well.

You have only four Farms and a little bit of space. Send Transports you won't need north. The enemy will sink them. Oh well, four fewer mouths to feed. Begin building your defenses. Teams of Bloodlusted Trolls work well against enemy Gryphon Riders. When enemy Mages attack you at the land bridge, they'll head north and stop at the trees. Send Hastened-Bloodlusted Skeletons or Trolls to hunt them down. Make those Mages pay for attacking you.

When your Gold Mine collapses, move your army north to another Gold Mine northeast of the land bridge. Leave a few Death Knights or Trolls back at your old base to fend off enemy Gryphons. At the new Gold Mine, build a Town Hall and some Cannon Towers. If you have plenty of Trolls, you won't have to build Guard Towers. The enemy attacks in groups of four to six. Your Towers should be able to wipe them out.

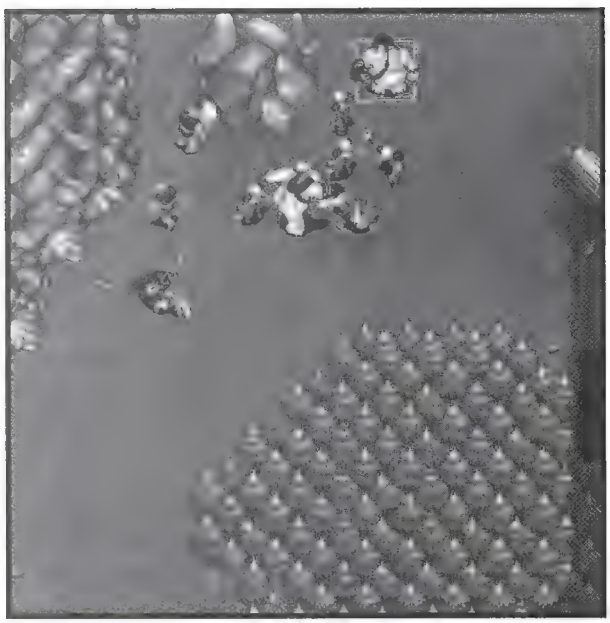
When your second base is ready, go on the offensive. Start cranking out Ogre Magi and Death Knights.

It's body-count time! Here's another trick: Send two Goblin Sappers north to blow a dent in the trees—not a hole, just a dent. Then send a few Death Knights to the trees and have them cast a few Whirlwinds on the Farms. The enemy will send Mages to investigate and Peasants to fix the Farms. If you keep casting Whirlwinds, you can take them all out. When there are corpses all over the ground, move your Death Knight close enough to cast Raise Dead on the bodies, using the deforested area you created. Now your Skeletons can run around and kill Peasants until Gryphon Riders attack them.

When you tire of toying with Humans, blast a hole through the trees and head northwest. You'll see two Gryphon Aviaries. Make a dent in the rock so your Death Knights can cast Death and Decay on them. After destroying these, you won't have to worry about Gryphons any more.

Proceed north, leaving a path of destruction behind you, to another Gold Mine. Use Runes and Death and Decay on the guards and position some of your own "bouncers" at the Gold Mine. Finish off any Peasant who tries to get gold. You can also use the hole in the trees to allow your Peons access to the Gold Mine. Steal the gold right out of their base. After you have all the gold, you can toy with the Humans.

When you've wiped every last enemy unit off the map, you've accomplished your mission.



TAKE OVER THE NORTHWESTERN GOLD MINE.

Mission Nine: The Tomb of Sargeras

Objective: Slay the Daemon who holds the Jeweled Sceptre of Sargeras.

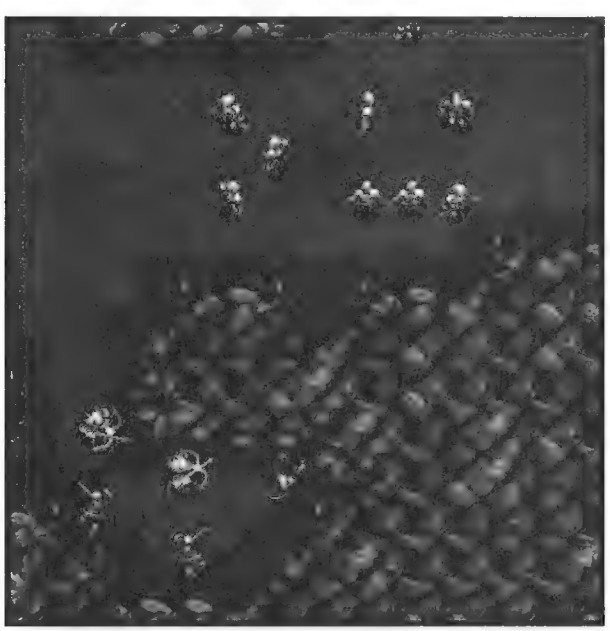
You begin the mission in the southwest corner with a Death Knight and a few troops. This mission resembles the first mission. There are no Gold Mines, but there are allies to recruit.

Take your time. Move forward only if your Death Knight has full Spell Points! First, head east and fight some undead. Continue east and liberate some Farms, a Foundry, and a Shipyard. Three guards and more undead lie to the south. If you touch a Farm and retreat, your enemies will attack the Farm, giving you time to regroup.

When you take over the coast, create a Transport and sail west to the small island. Destroy the guards and research Death and Decay and Raise Dead. Get back on the Transport and travel to the northwest corner to rescue a group of Trolls and a Lumber Mill. Use the Lumber Mill to upgrade your Trolls twice. Load your troops on the Transport and send them west. Land your troops on the beach on the northwest part of the coast.

Another group of Skeletons and some Grunts await rescue. Guard Towers guard the Grunts. If you rescue them before you destroy the Towers, they'll get shot. There are also Archers south of the prison. Death and Decay them, too. Don't move your Death Knight close to the southern wall. A Paladin there can cast Exorcism on him. Be very careful.

Head back to the Transport and move everyone to the south coast. A group of Humans there guards the shore and an inland Guard Tower. If you have Skeletons, send them in first. The Paladin will waste his Spell Points on them. After fighting your way through the trap, head southwest. Note the two Guard Towers to the east. There's a Blacksmith behind the wall, but three Footmen and a Catapult guard it. Capture the Blacksmith and upgrade everyone.



WATCH FOR HUMAN AMBUSHES.

You're almost home free, but not quite. Continue southwest to fight three Footmen. If you keep heading west, you'll face a bunch of Skeletons and an ambush—one Mage, two Footmen, and two Archers. After defeating them, go north. You'll see three Guard Towers and a Ballista. If you Death and Decay them, you'll be safe. Continue north to find a wall guarded by four Archers and a Paladin. After you make your way through the wall, a Mage, some Archers, some Paladins, and many Skeletons attack. Use the rest of your Grunts to fend off the advancing troops and use your Trolls to kill the Daemon. The mission ends when you kill the Daemon.

Act IV: Prelude to New Worlds

Mission Ten: Alterac

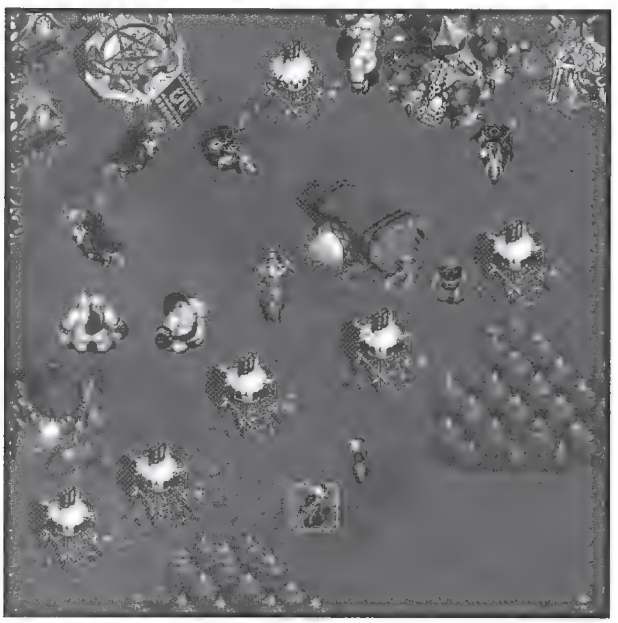
Objectives: Destroy the Human settlements. Rescue the Mage from Alterac and return him to the Circle of Power.

You begin this mission in the map's northwest corner. By agreement, Knights assist you so you can rescue their Mage, who's captive in a heavily guarded prison in the map's southeast corner.

As soon as the mission begins, upgrade your troops with your Blacksmith and send your units toward the map's center. The Green troops you encounter aren't too tough and you'll be able to hack your way through them. Once you clear a path to the center of the map, send two of your Peons to it. When they reach the center, build a Great Hall and a Barracks between the two patches of trees just south of the Gold Mine. Most enemy troops won't see this base.

Back at your main base in the northwest corner, build at least seven Cannon Towers. Only ground forces attack you in this mission. Don't waste your resources on Trolls. Focus your efforts on Death Knights and Ogre Magi. Build all your

important buildings in the northwest corner and defend your base well. Keep a few Peons on hand to repair your Towers. Build a Barracks and a Temple of the Damned to ward off enemy attacks.



DEFENSE!

After you have Death Knights and Ogre Magi, your base will be impenetrable. The Cannon Towers will blast anyone who comes near it. Use your Death Knights to raise enemy corpses and use the Skeletons as sentries. While the enemies attack your sentries, your Cannon Towers will blow the would-be invaders to bits. They'll send Ballistas, as well. If you encounter them, send two Hastened-Bloodlusted Ogre Magi to destroy them. As long as you can repair your Towers, you'll be safe.

It's time to reach into that bag of tricks. When you upgrade your Ogres, your Knights become Paladins. Use their Holy Vision to uncover the map. Enemy Peasants will try to set up bases at the other Gold Mines. Destroy these bases as soon as they emerge. When the enemy's main source of gold runs out, they'll send all their Peasants to these Gold Mines unprotected. Build Guard Towers by the Gold Mines, and their Peasants will walk into your trap. You can also raise them and use the Skeletons as guards.

The White Peasants will head to a Gold Mine west of their base at the south of the map about now. Send a few Ogre Magi and some Death Knights and kill all their Peasants. When you accomplish this, you'll have all the gold.

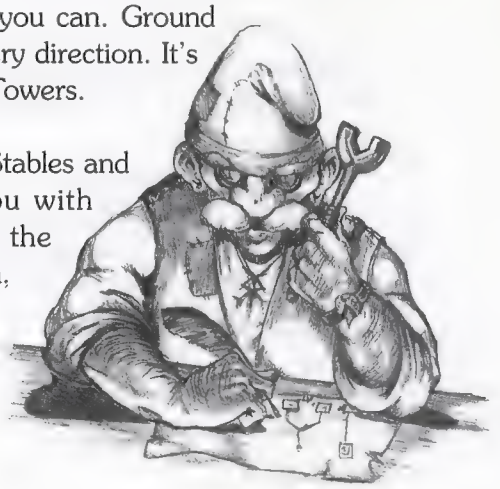
Now it's payback time! Produce large armies of your favorite troops and wipe the Humans off the map. When they become extinct, escort the Mage to the Circle of Power and you've won.

Mission Eleven: The Eye of Dalaran

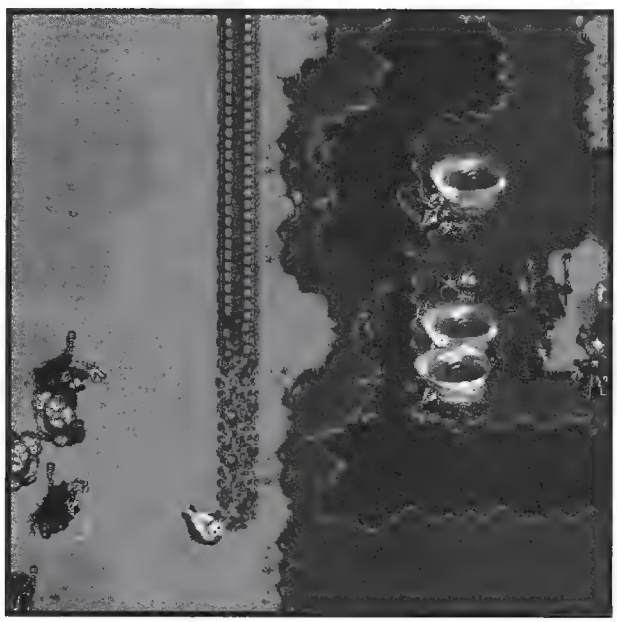
Objectives: Destroy all Mage Towers. Destroy all Dalaran (Violet).

You must sail across the sea to the east and invade the beach. Have your ships attack as a group and your Dragons attack the Battleships.

When your forces control the area, move them to the southern coast. Have your Dragons attack the Cannon Towers and your Juggernaughts demolish the Guard Towers. When you've cleared a place to land, storm the beach. Send your troops past the trees and head south. You'll see groups of enemy buildings. Destroy the enemy Barracks as soon as possible. A Gryphon Aviary lies to the south; destroy that, too. Build a base as quickly as you can. Ground forces attack from the north and Gryphons from every direction. It's time to upgrade the Trolls and cover your base with Towers.



As you construct your base, destroy the enemy Stables and Blacksmith to prevent them from attacking you with upgraded troops. Send your Transports north to the enemy Cannon Towers. The Towers will sink them, and you now have four fewer mouths to feed. You're under constant attack, so every little bit helps.



USE WHIRLWINDS TO FINISH OFF YOUR ENEMIES.

Build your defenses as quickly as you can. The Violet Humans will hit you with everything they've got. You must successfully defend your base against them until they either run out of gold, or you can get some Death Knights and destroy their Towers to the northeast. If you can penetrate their defenses, cast Whirlwinds in the middle of their base. A few Whirlwinds can really increase the body count!

Once the enemy runs out of gold, they'll send their remaining Peasants to a Gold Mine in the northeast. Destroy the base as soon as possible. Then send your forces north to eliminate the remaining White troops and claim the Gold Mine.

Now you can build a massive army and destroy the Mage's Island in the northeast. Just for fun, bombard the island with Whirlwinds and watch them try to escape. That's the drawback to living on an island—nowhere to run. When the last Violet Human bites the dust, you win.

Mission Twelve: The Dark Portal

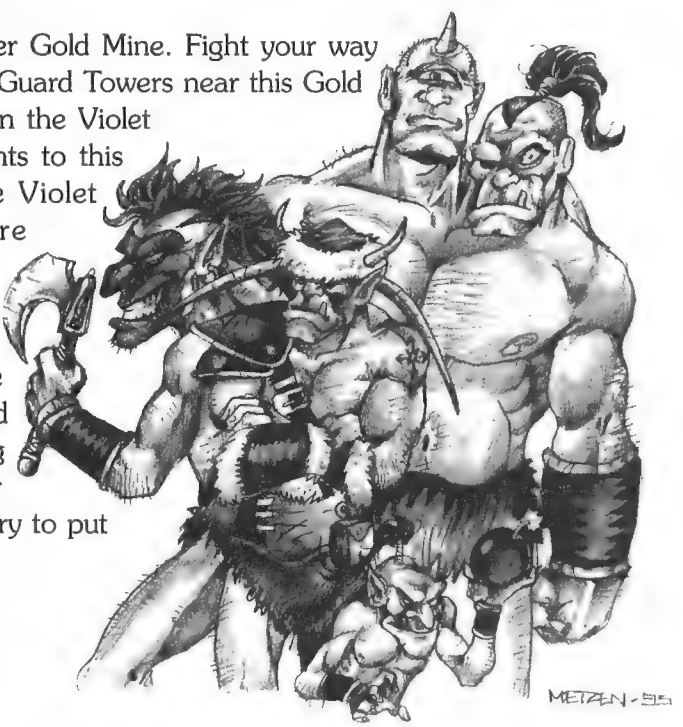
Objective: Capture the Dark Portal and destroy all Humans.

You begin with a large force in the map's northeast corner. Head south and destroy all the Towers in your path. The Green Humans attack only if they see you, so stay as far to the east as possible to avoid detection. Break through the wall and continue south to find a Gold Mine.

There are four Human armies on the map and they all attack you throughout the mission. When you reach the Gold Mine, begin constructing your base. The Violet army attacks from the northwest and the White army from the southwest. The Blue army sends Gryphon Riders that attack from all directions.

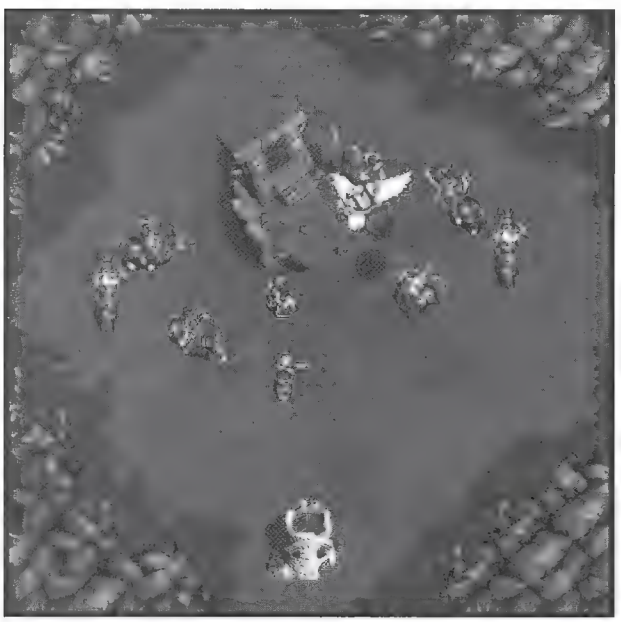
Once you can hold the Humans off with your Towers, it's time to weaken the Humans. Burn one Green building, and the Peasants will try to repair it. Slaughter the Peasants. Once they're out of picture, the Green army can't attack.

Directly west of your base lies another Gold Mine. Fight your way there quickly to steal the gold. Construct Guard Towers near this Gold Mine to ward off enemy Gryphons. When the Violet army runs out of gold, they send Peasants to this Gold Mine. Slaughter them all and the Violet army won't be able to produce more troops.



Once these two armies are out of the picture, proceed south to wipe out the White army. Send Death Knights and Ogre Magi to destroy the Towers guarding their base. Head southeast and set their Lumber Mill on fire. When the Peasants try to put the fire out, destroy them.

Now you can concentrate on the Blue army. They protect the middle map with a navy and an air force. Keep packs of Bloodlusted Trolls nearby to shoot down their Gryphons.



ALL THE HUMAN HEROES GUARD THE PORTAL.

When you can keep their Gryphons at bay, send Death Knights to the coasts and cast Whirlwinds as close to the Blue army's shores as possible. You may want to use Sappers to blow holes in the rock. Remember to protect your Death Knights from air attacks. This may take awhile, but the Whirlwinds can wipe out most enemy ground forces.

As you weaken the enemy, prevent them from getting oil. You can use Dragons, but if the enemy has Destroyers, this proves costly. Use your Death Knights to cast their destructive spells and sink the Blue navy. When they're fish food, pummel the island closest to the south shore. Use Hastened-Bloodlusted Dragons to take out the enemy.

When the island is clear, make some Transports and move your Death Knights to the newly occupied shore. Use them to cast their Whirlwinds on the Human Heroes guarding the Portal. Use the Rope-a-Dope on the Gryphons and lead them to your Trolls or Death Knights. Use Dragons, Whirlwind, or a beach invasion to wipe out the remaining Humans.

When you touch the Portal, it's yours. If there are still Humans on the map, remove them. When the last Human drops dead, you win.

You've mastered the Orcish armies. Congratulations.

Cheat Codes

Passwords for Tides of Darkness Missions

Mission	Password
Human TOD 1	HLLBRD
Human TOD 2	MBSHTM
Human TOD 3	HSTHSH
Human TOD 4	TTCKNZ
Human TOD 5	HTLBRD
Human TOD 6	DNLGZ
Human TOD 7	GRMBTL
Human TOD 8	TYRHND
Human TOD 9	BTTLTD
Human TOD 10	PRSNRS
Human TOD 11	BTRYLN
Human TOD 12	BTTLTC
Human TOD 13	SSLTNB
Human TOD 14	GRTPRT
Orc TOD 1	ZLDR
Orc TOD 2	RDTHLL
Orc TOD 3	RCSTHS
Orc TOD 4	SSLTNH
Orc TOD 5	RCTLBR
Orc TOD 6	BDLNDS
Orc TOD 7	FLLFST
Orc TOD 8	RNSTNT
Orc TOD 9	RZNGFT
Orc TOD 10	DSTRCT
Orc TOD 11	DDRSSQ
Orc TOD 12	TMBFSR
Orc TOD 13	SGFDLR
Orc TOD 14	FLLFLR

Passwords for Dark Portal Missions

Mission	Password
Human DP 1	LLRSJR
Human DP 2	BTTLFR
Human DP 3	NCMRNT
Human DP 4	BYNDTH
Human DP 5	SHDWSS
Human DP 6	FLLFCH
Human DP 7	DTHWNG
Human DP 8	CSTFBN
Human DP 9	HRTFVL
Human DP 10	BTTLFH
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Human DP 12	BTTRTS
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Orc DP 4	RFTWKN
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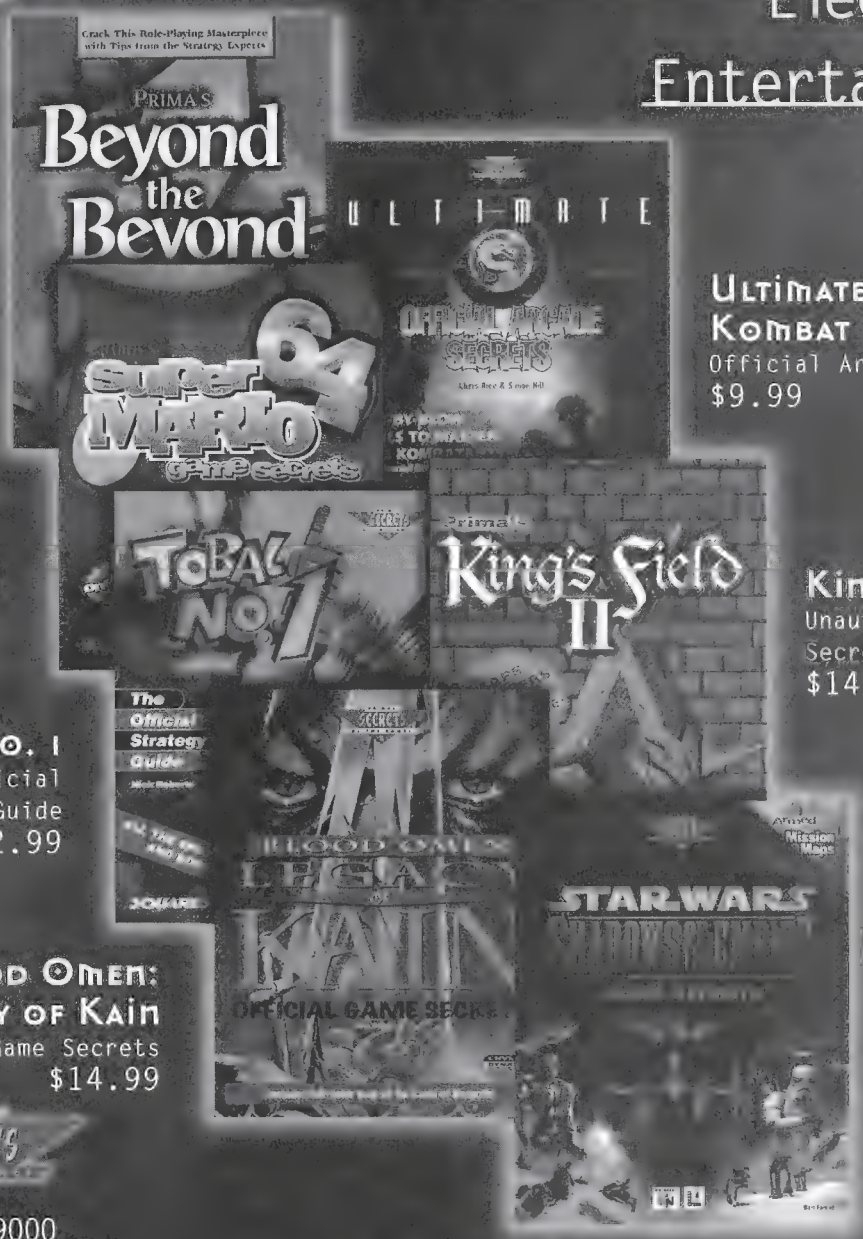

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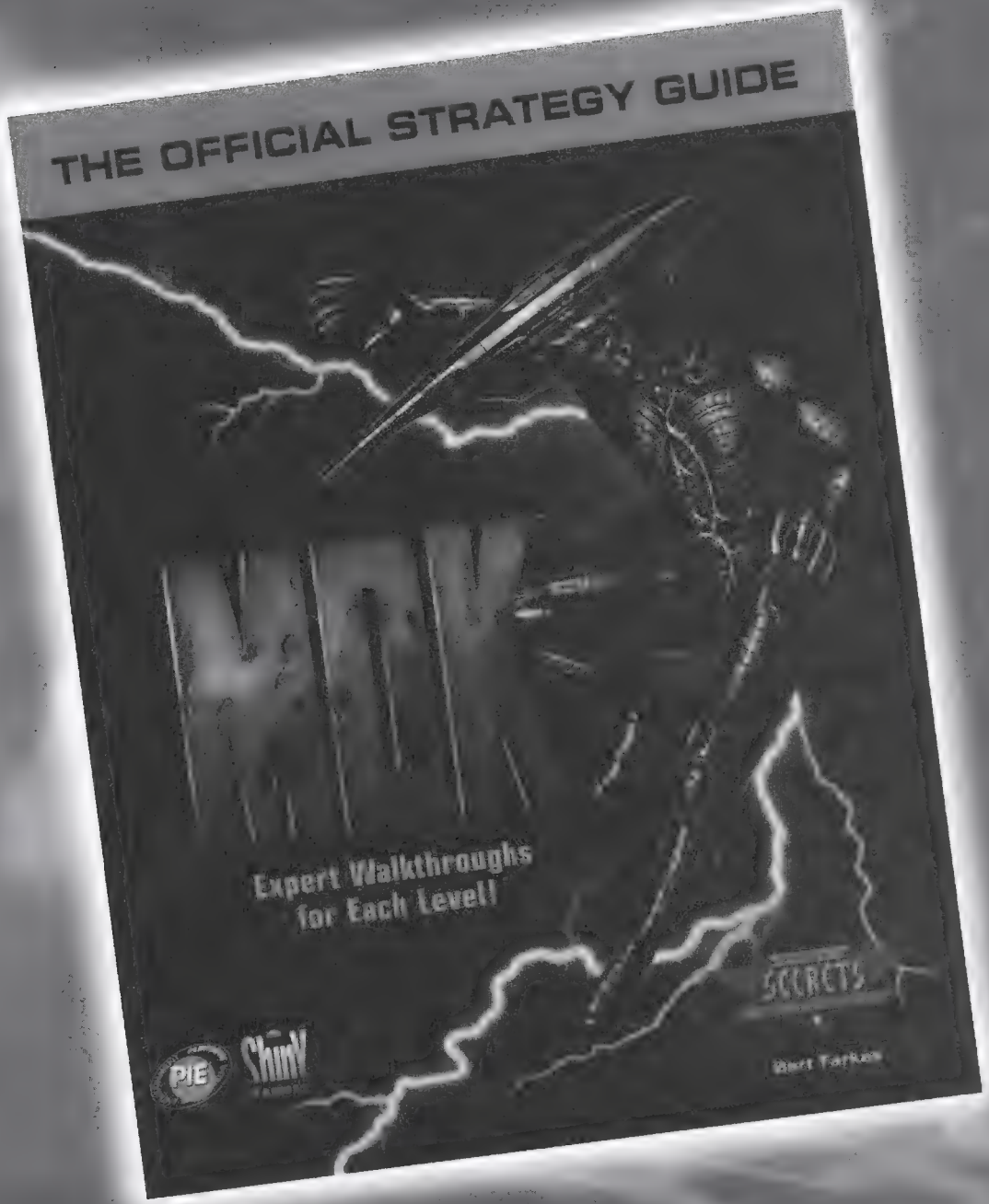

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